



46525

MACHINES

ET

INVENTIONS

APPROUVÉES

PAR L'ACADÉMIE ROYALE

DES SCIENCES,

DEPUIS SON ÉTABLISSEMENT JUSQU'A PRÉSENT,

AVEC LEUR DESCRIPTION.

Dessinées & publiées du consentement de l'Académie, par M. GALLON.

PLANCHES. TOME SECOND.



A PARIS,

Chez ANTOINE BOUDET, Imprimeur du Roi, rue Saint-Jacques.

M. DCC. LXXVI.

AVEC PRIVILÈGE DU ROI.

MANUSCRITS

ET

INVENTIONS

APPROUVÉES

PAR L'ACADÉMIE ROYALE

DES SCIENCES

DEPUIS SON ÉTABLISSEMENT JUSQU'A PRÉSENT

AVEC LEUR DESCRIPTION

Dessins & planches du cabinet de l'Académie, par M. GALLON.

PLANCHES TOM. SECOND



A PARIS.

Chez Antoine Boudet, Imprimeur du Roi, rue Saint-Jacques.

M. DCC. LXXVI.

Avec privilège du Roi

Canifs qui taillent les plumes d'un seul coup.

Fig. I^{re}.

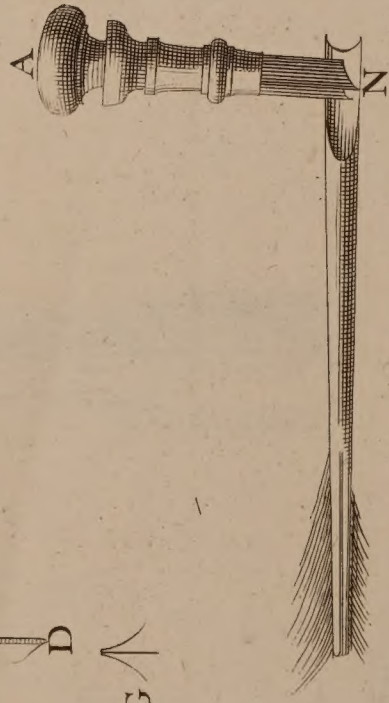
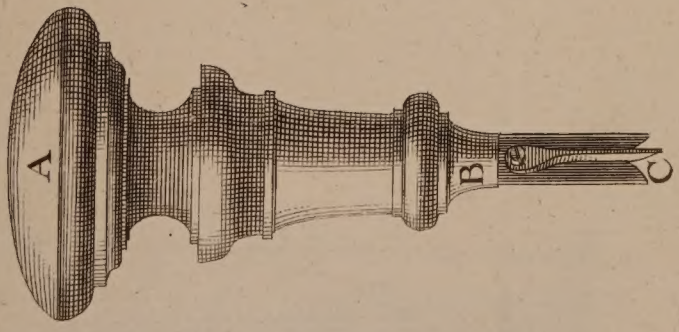


Fig. 2.

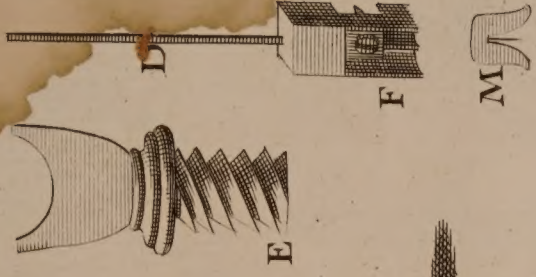
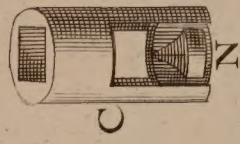
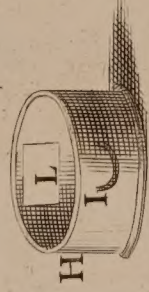
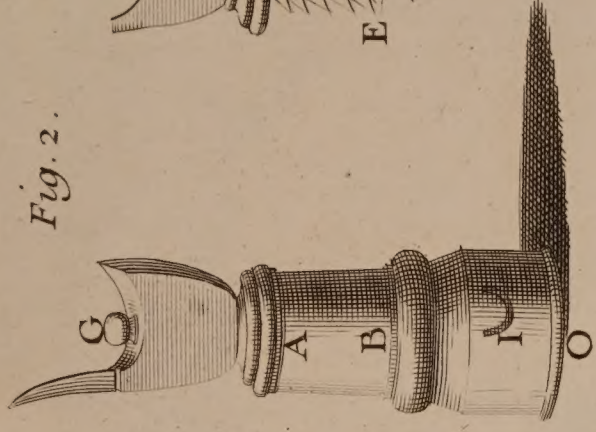
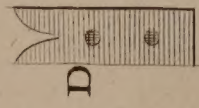
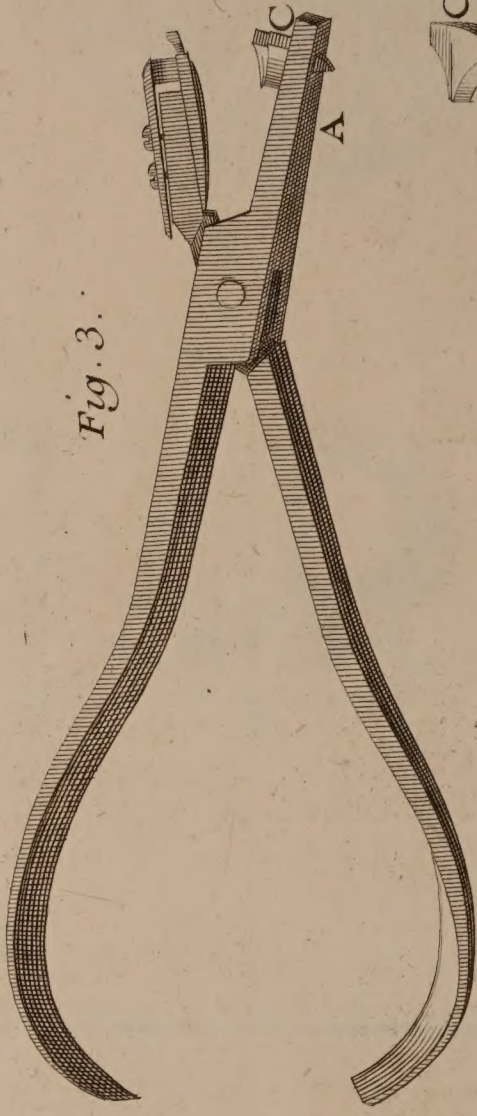


Fig. 3.



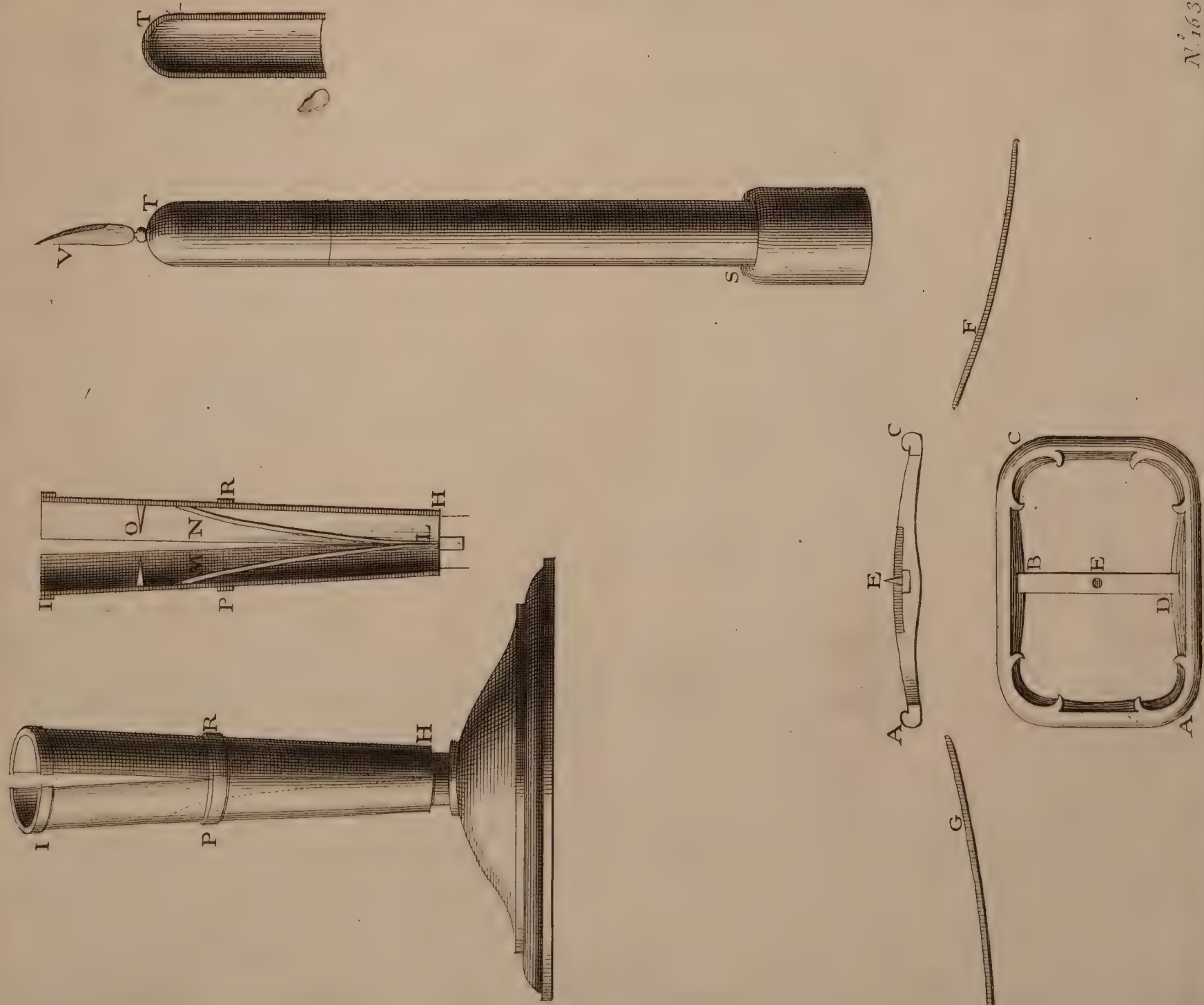


Fig. 1.^{re}

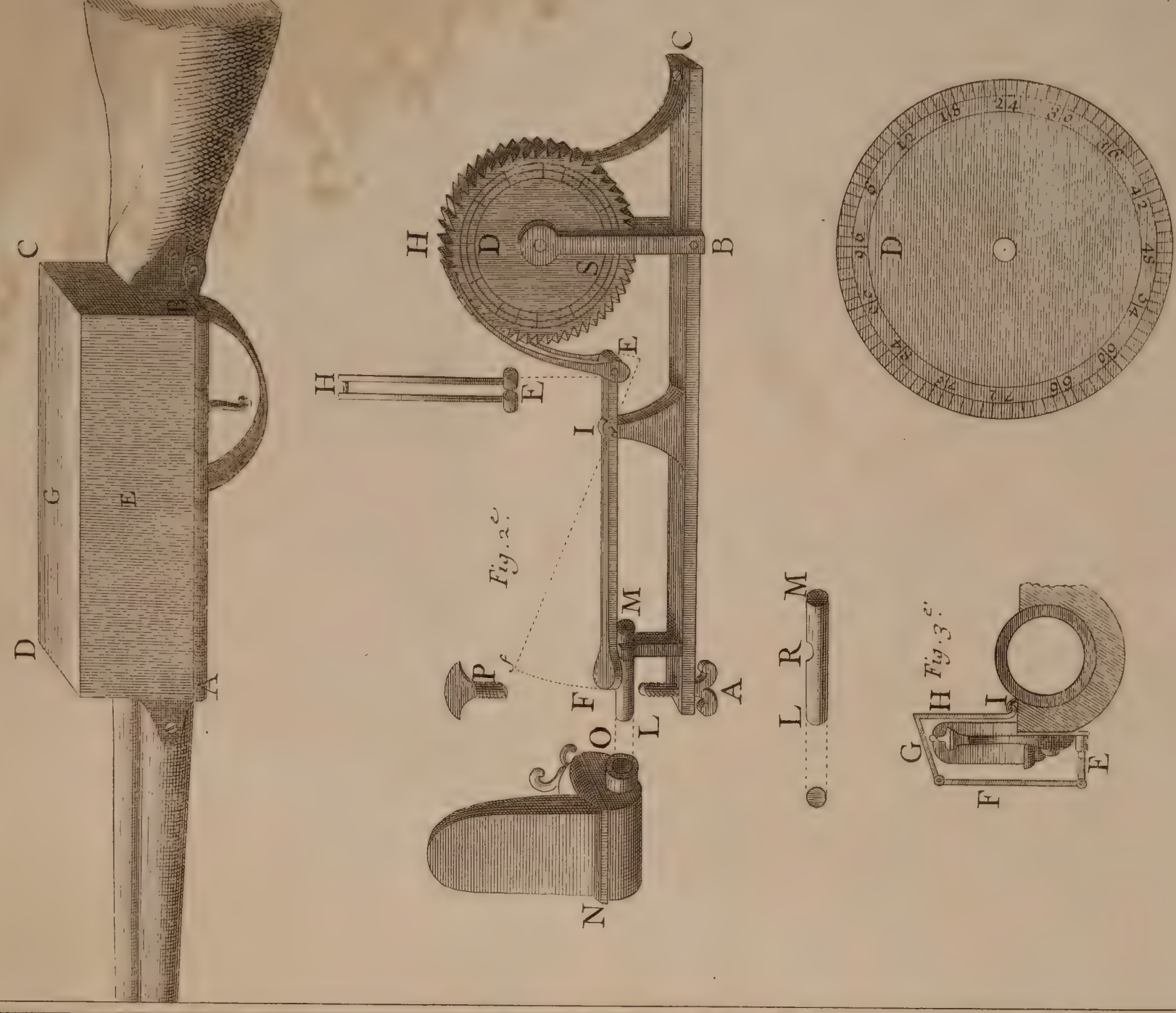
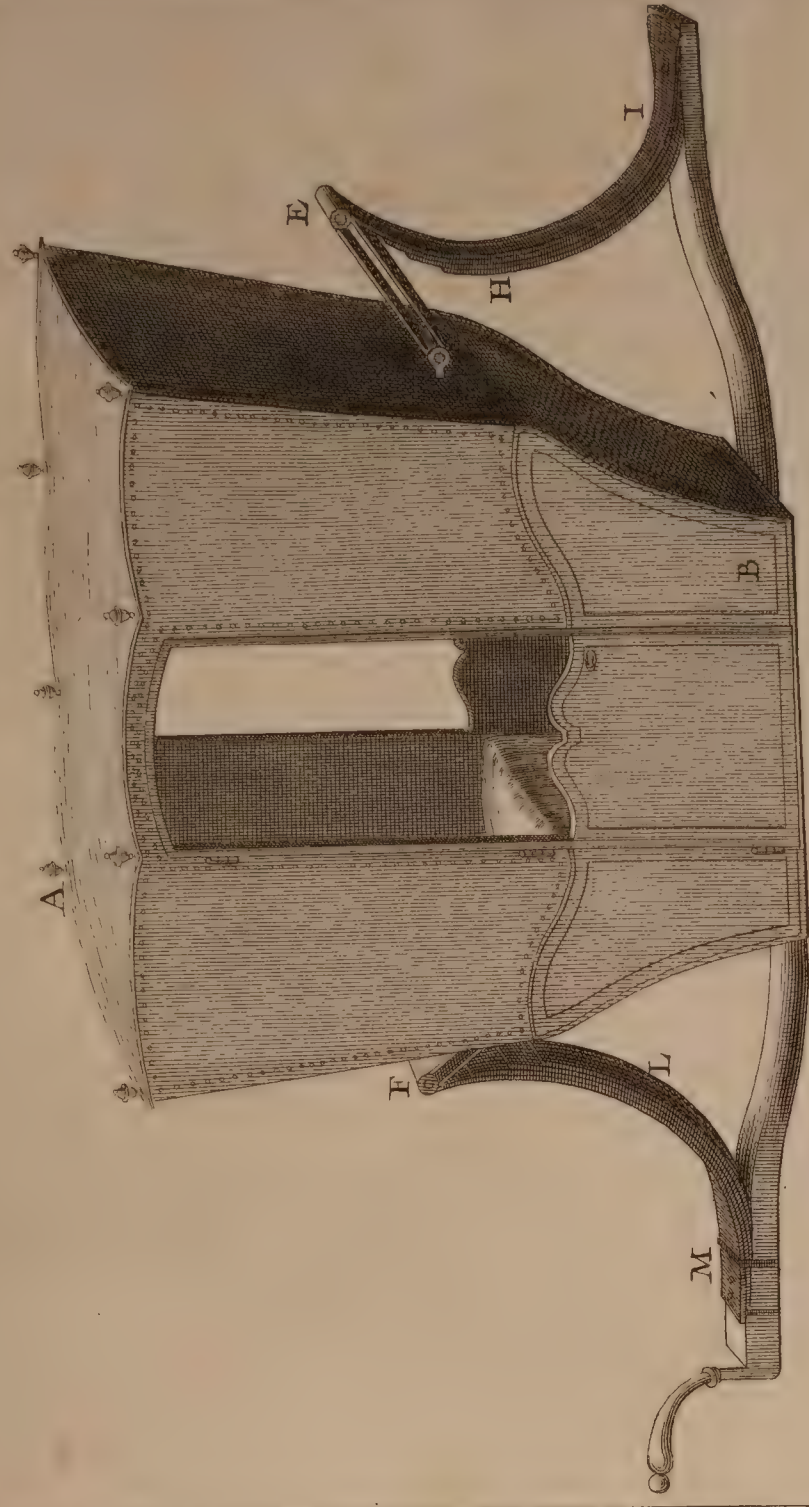


Tableau qui sert de Lit la Nuit, et se lève le jour.

*Dherillard's culp.*

N^o. 105.

Dheulland Sculp.

Machine pour la fabrique des Canons de Fusils.

H

Fig. 2.

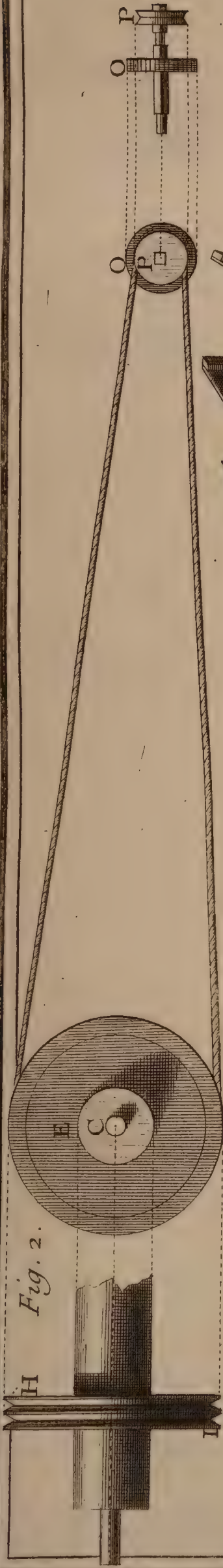


Fig. 1^{re}

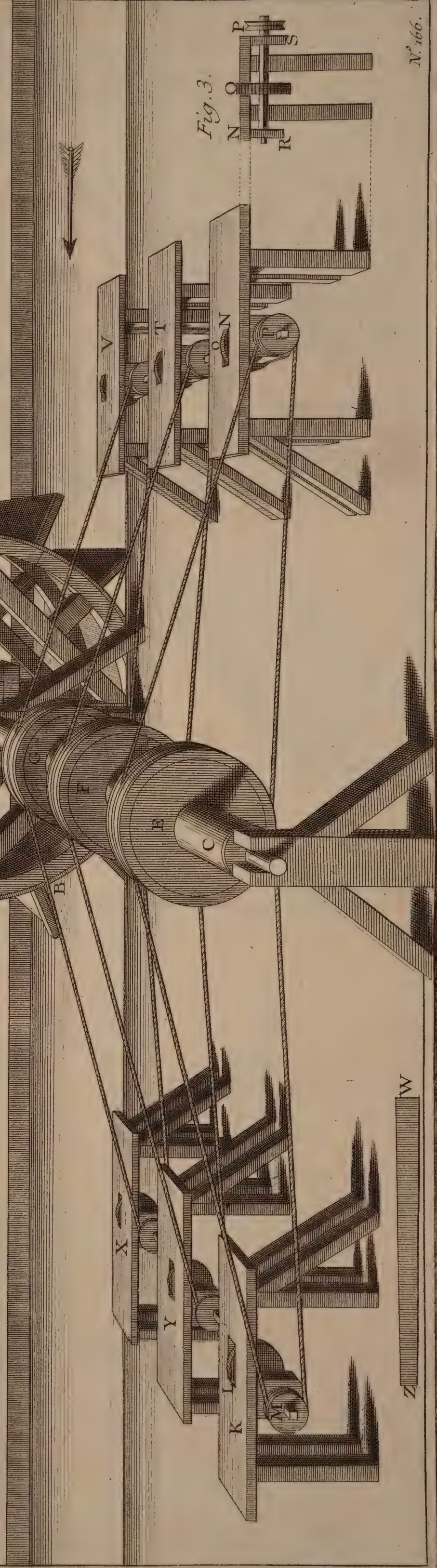
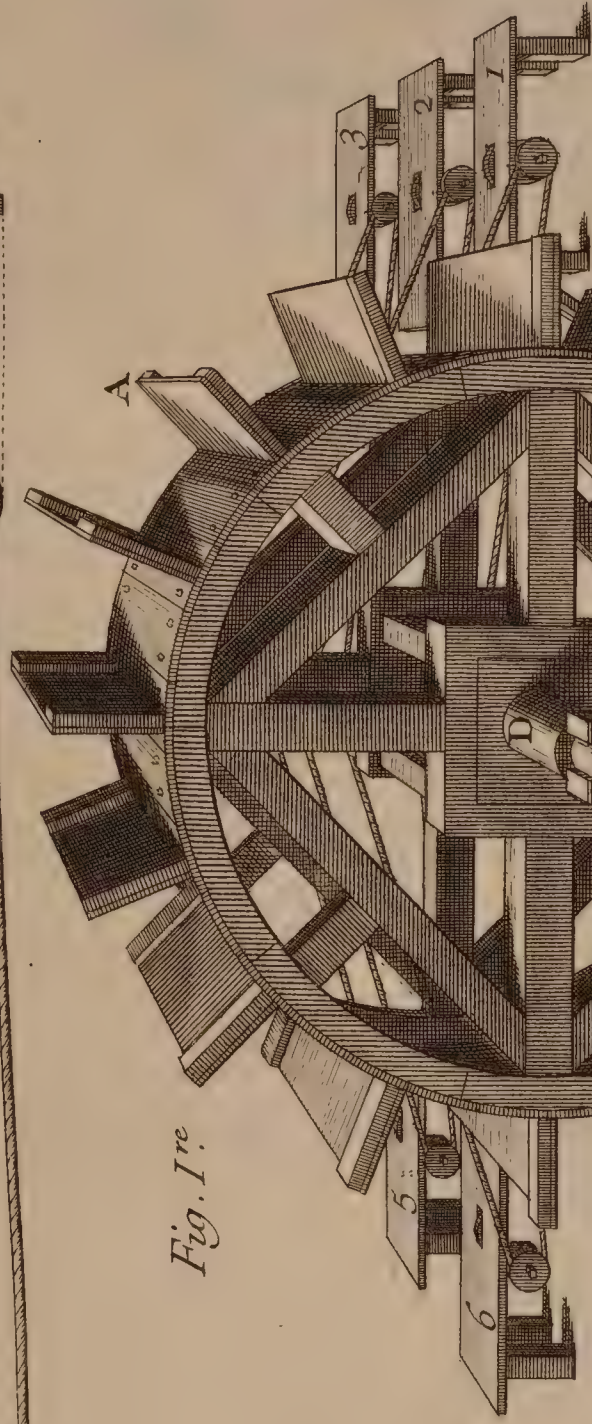
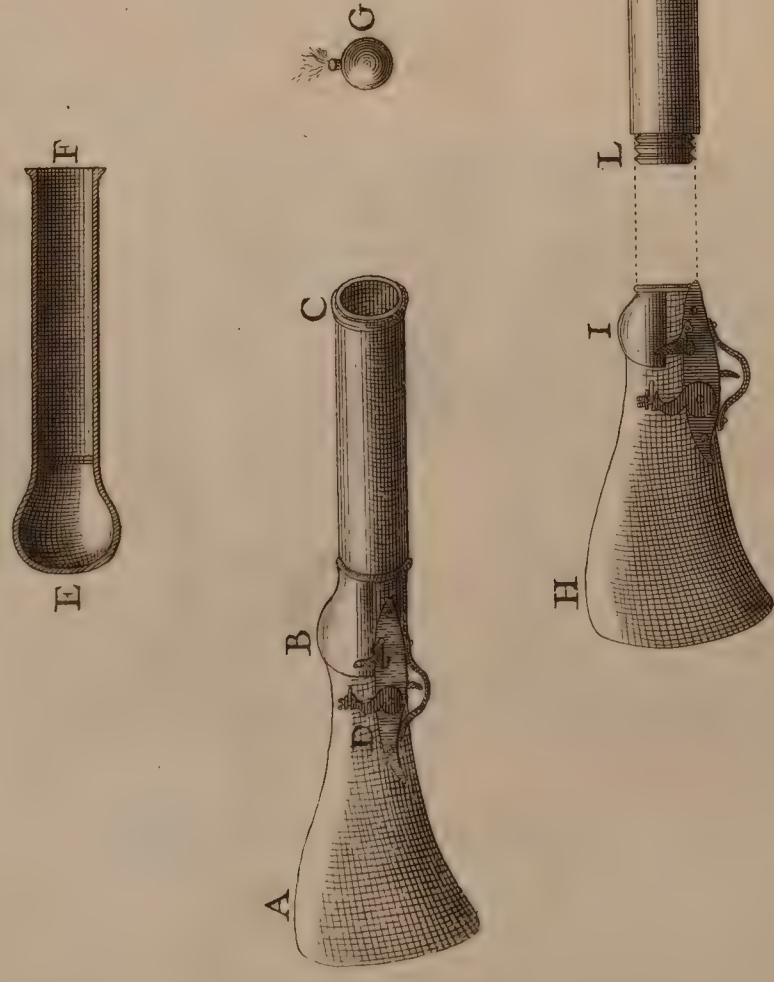


Fig. 3.

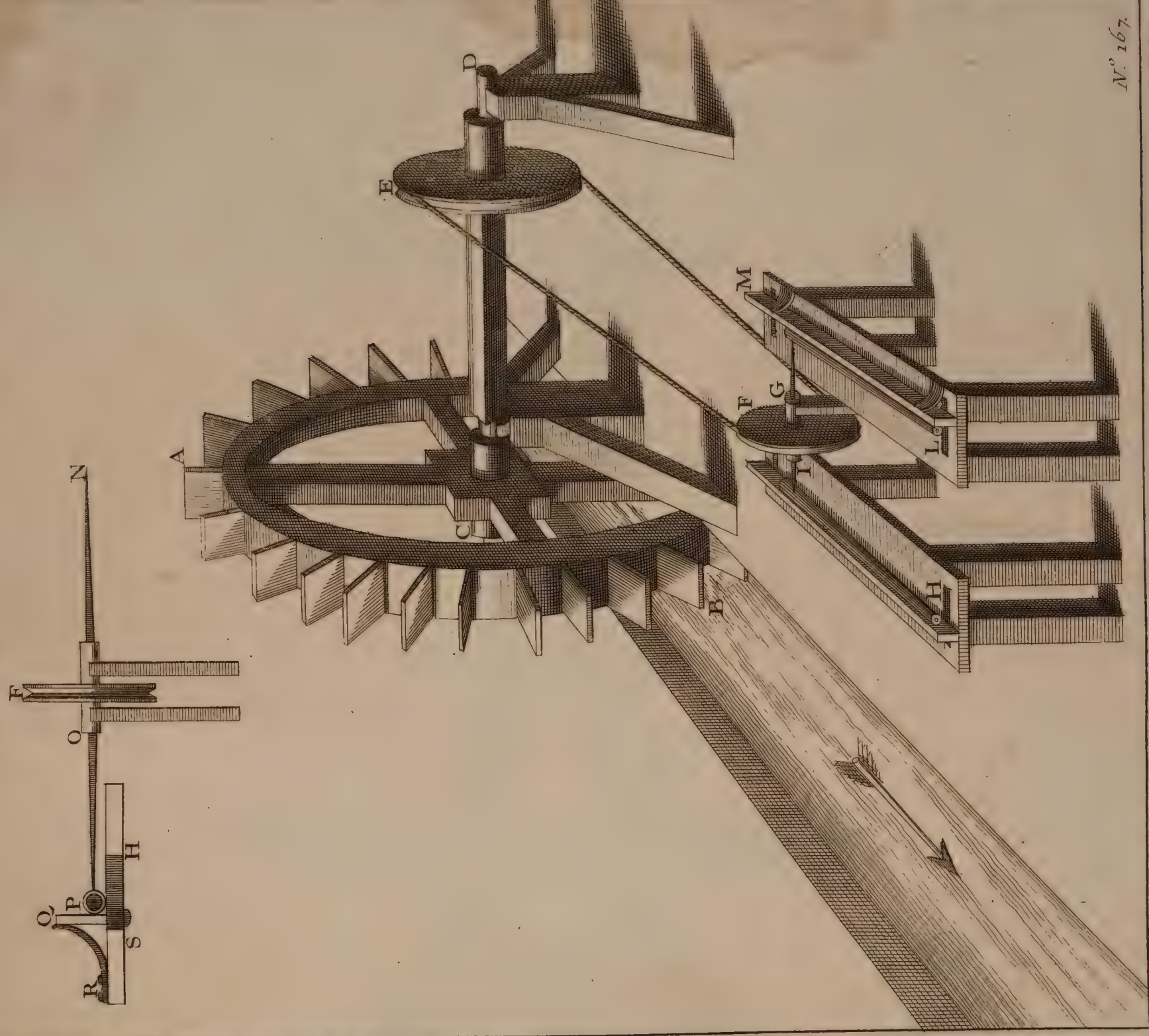
Machine pour jeter des Grenades



N^o 168.

Dealland Sculp.

Machine pour forer les Canons de Fusil.

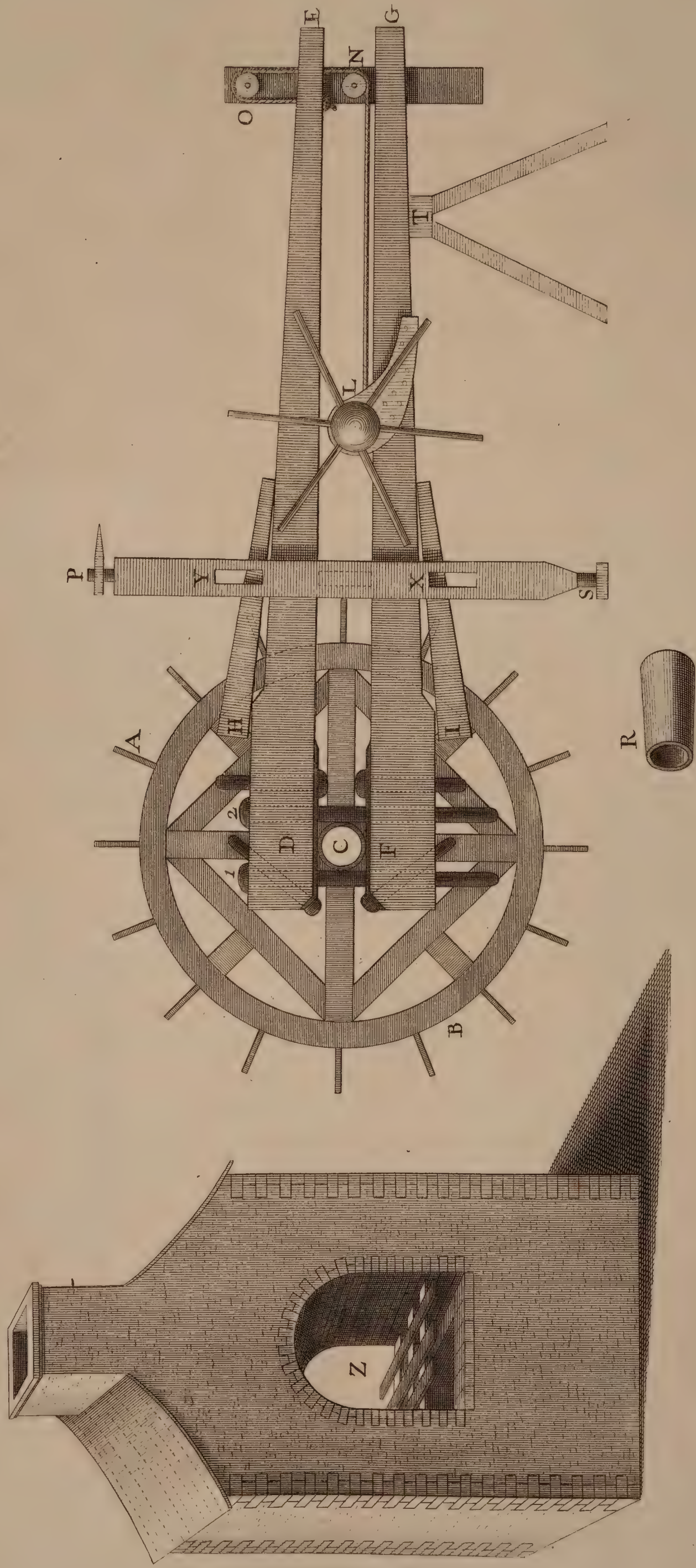


N^o 167.

Hervet Sculp.

Machine pour la fabrication des Canons d'Artillerie

Planche I^{re}

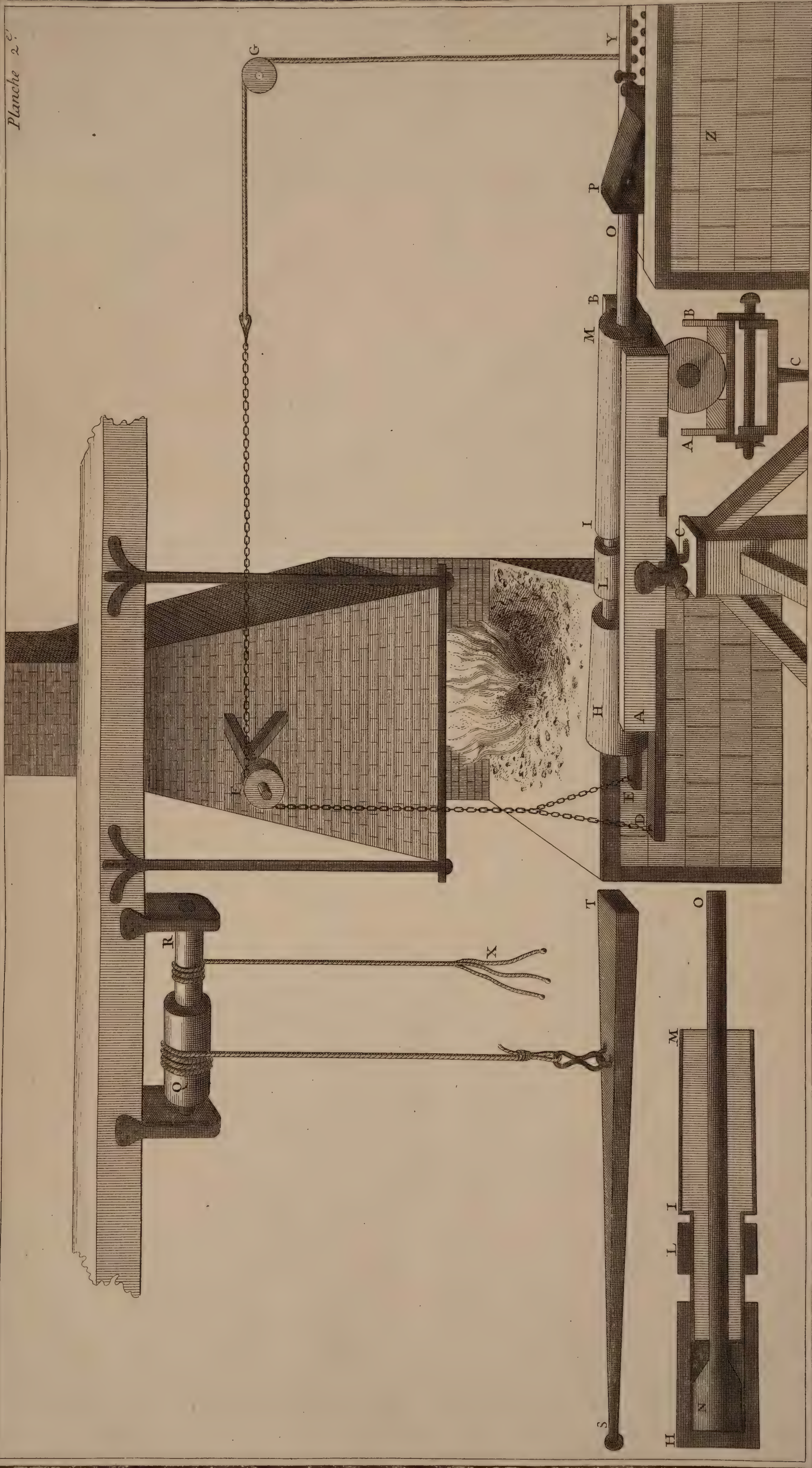


N^o 169.

De l'Éditeur de l'Épée

2^e Machine pour la fabrique des Canons d'Artillerie

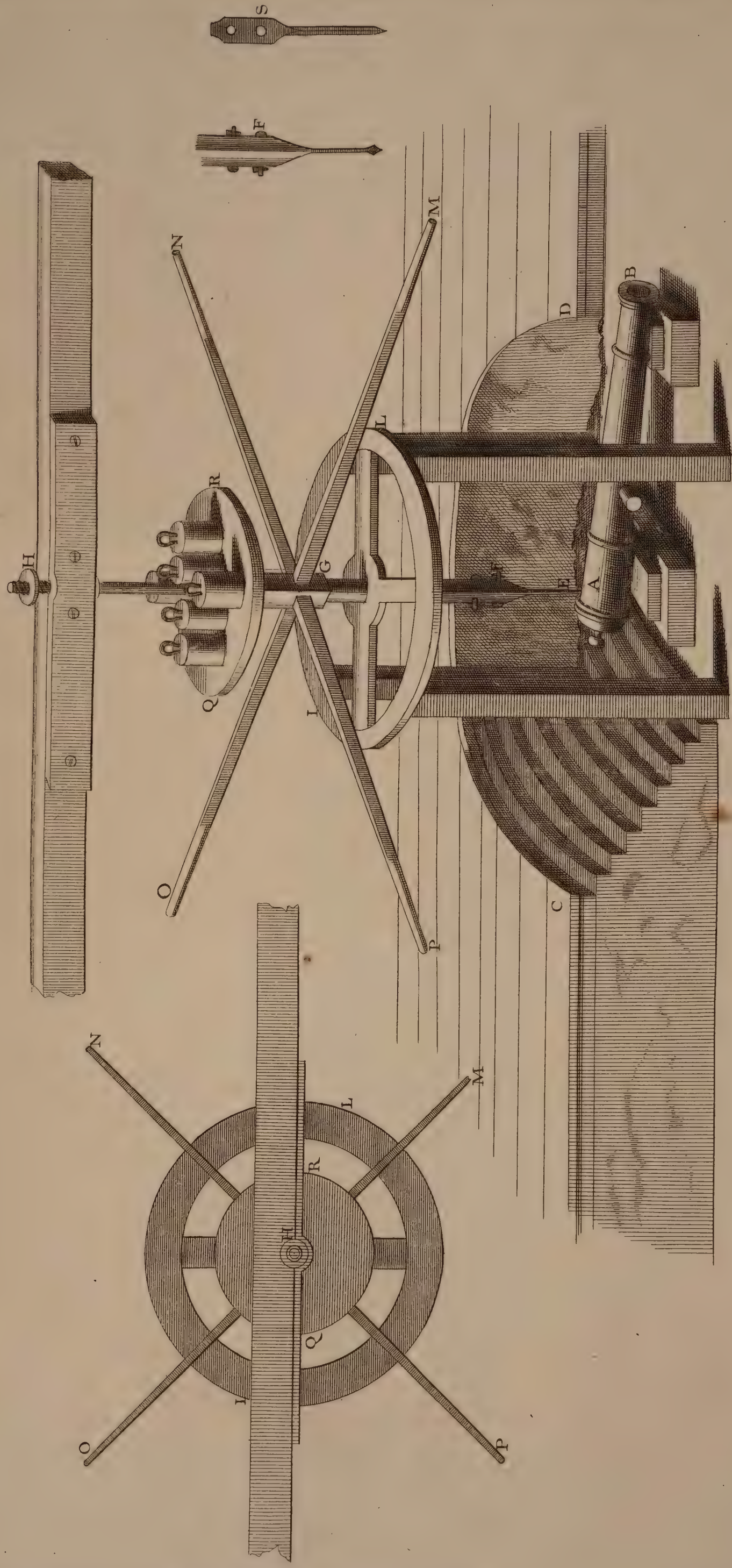
Planche 2^e



D'Heuland Sculp.

N^o 170.

Machine pour forer des Canons d'Artillerie,



N. 171.

Houet Sculp.

fig. 2.^e

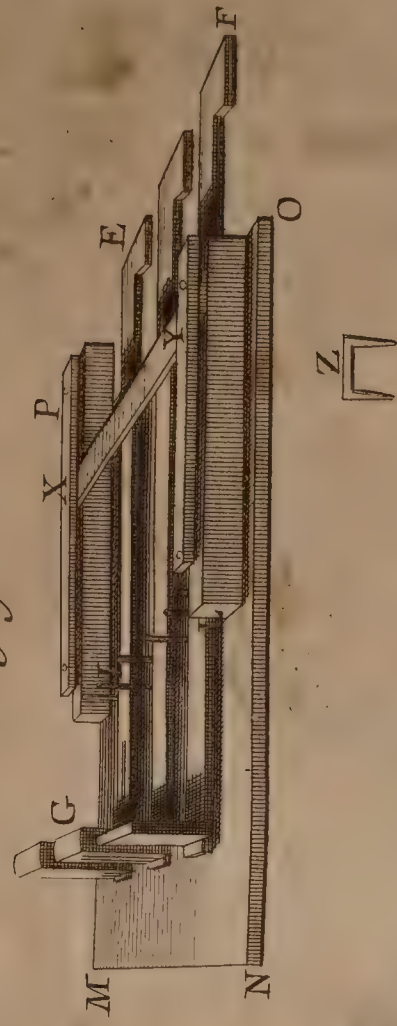
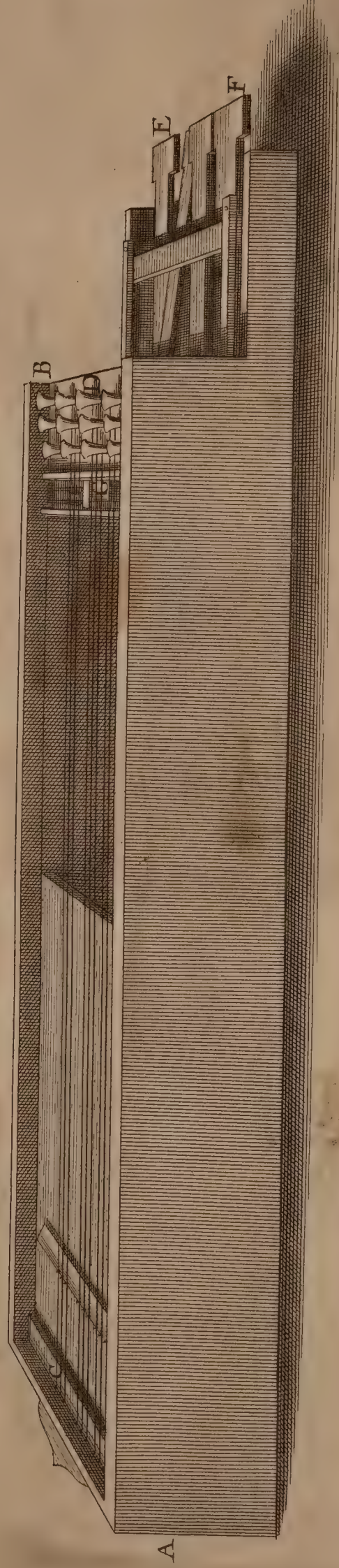
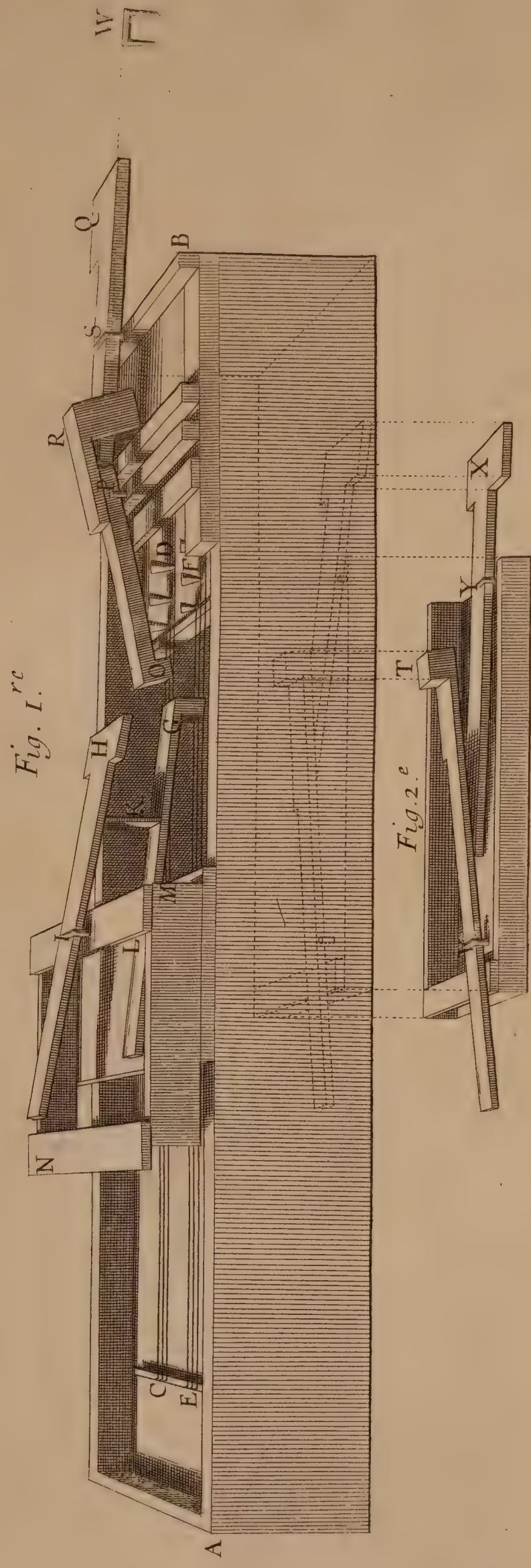
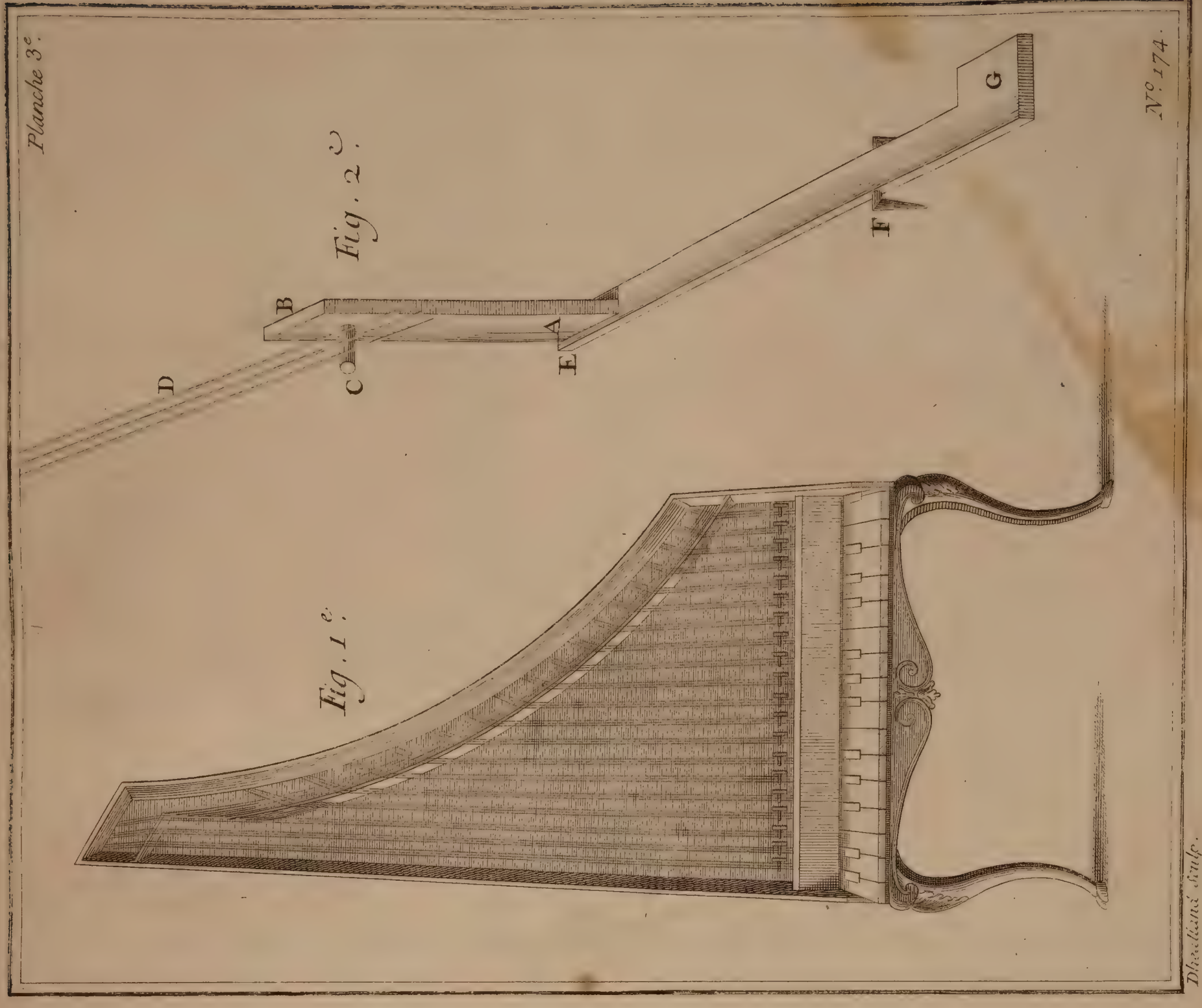
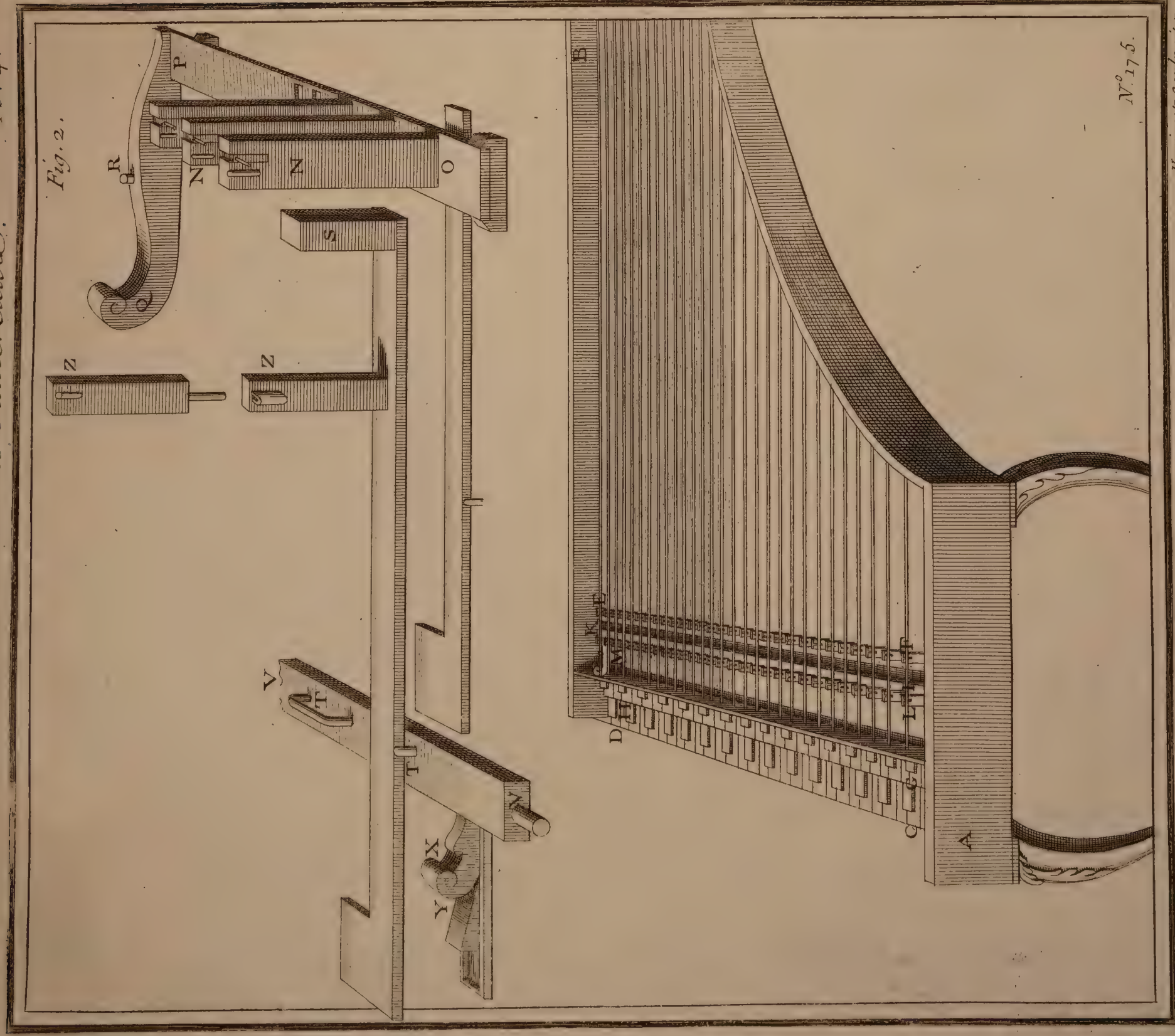
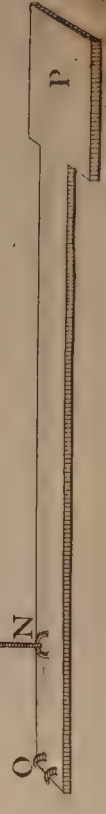
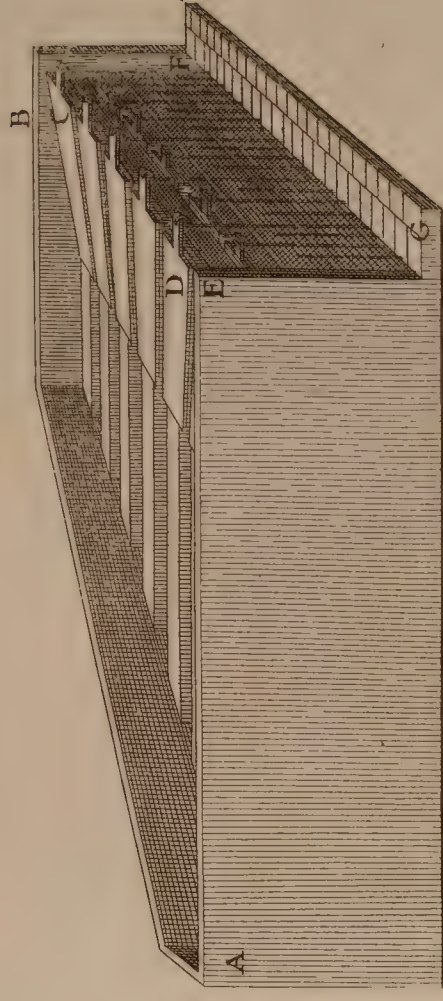
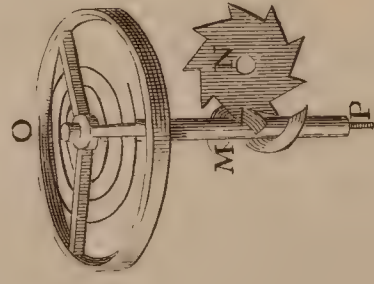
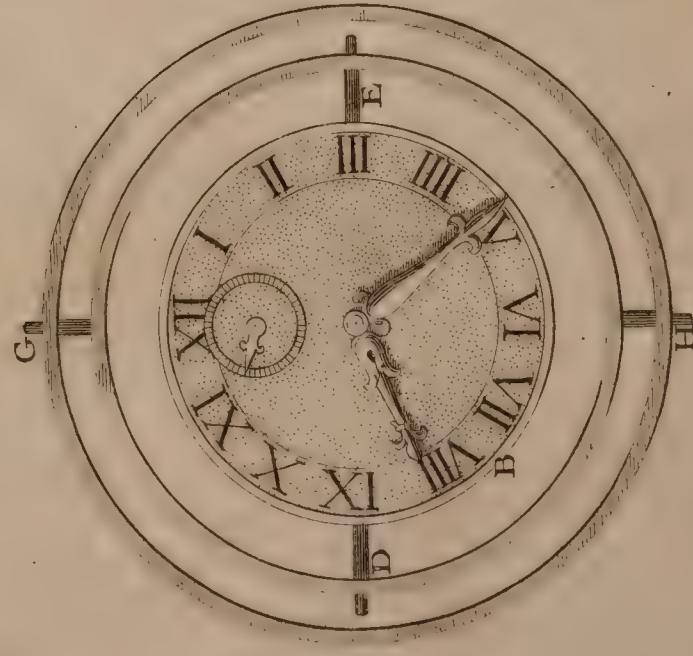
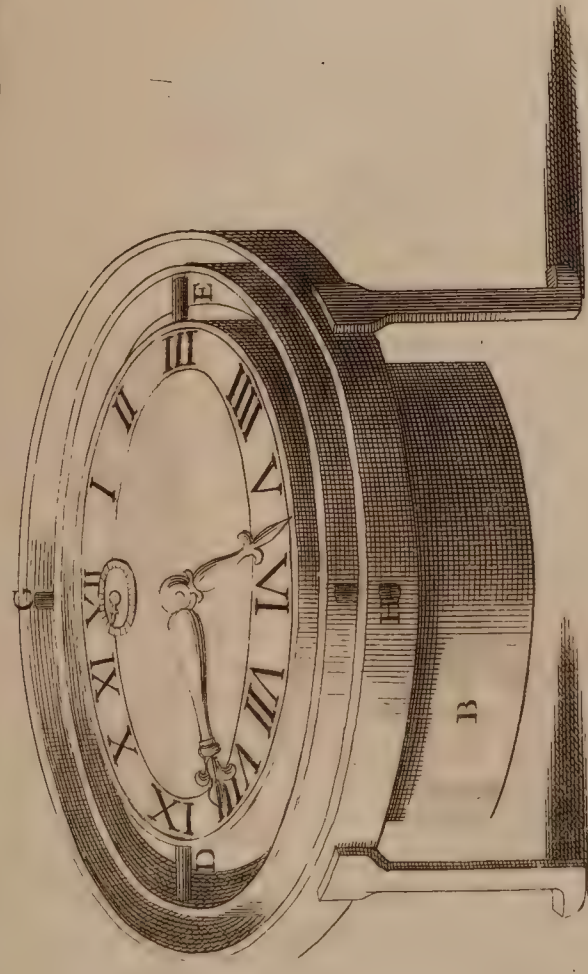


fig. 1.^{re}



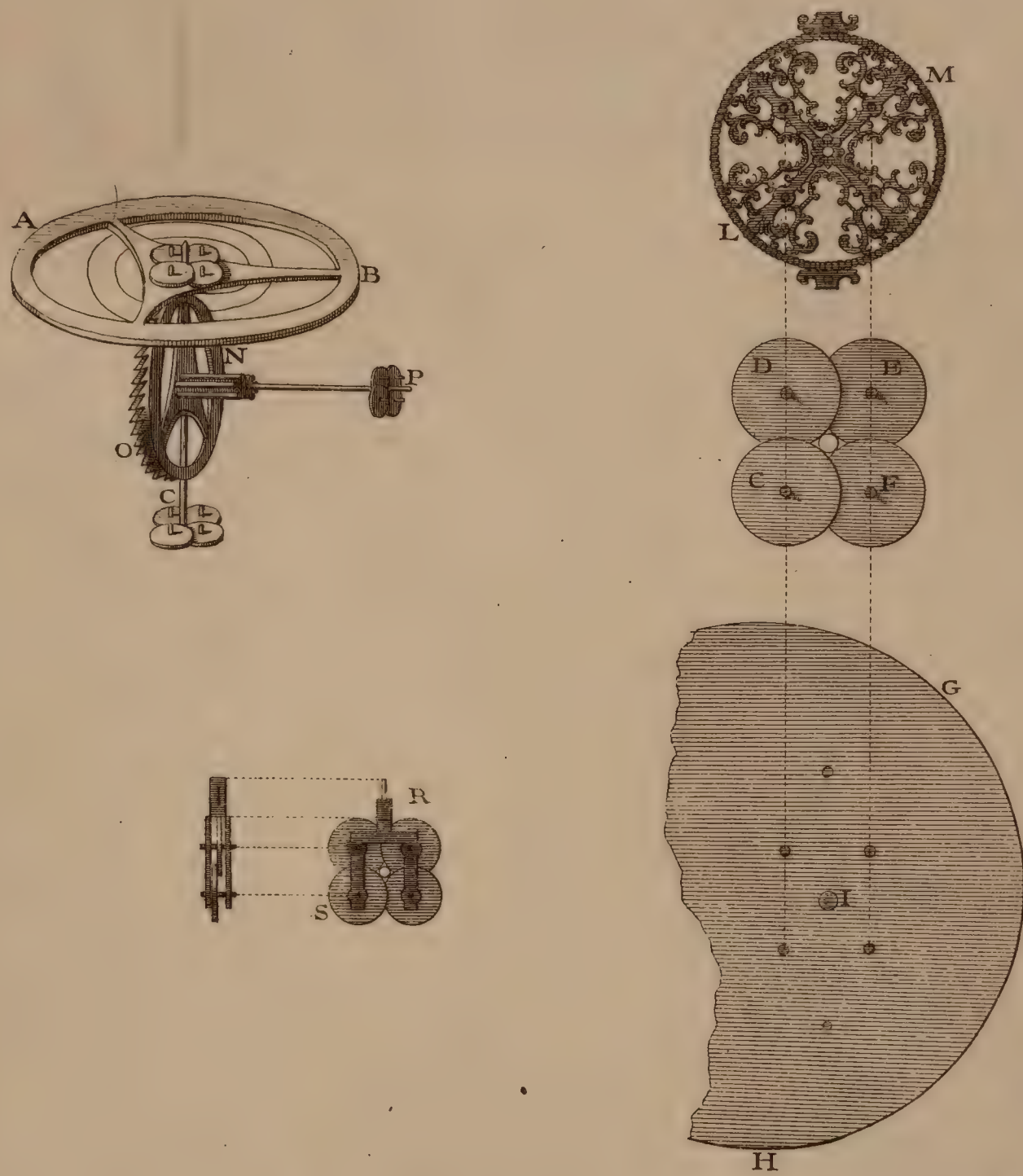






Maniere d'éviter les frotements des échapements dans les Montres.

Planche 2.



*N° 177. **

Herivel sculp.

Chaise de Poste.

Fig. 3.

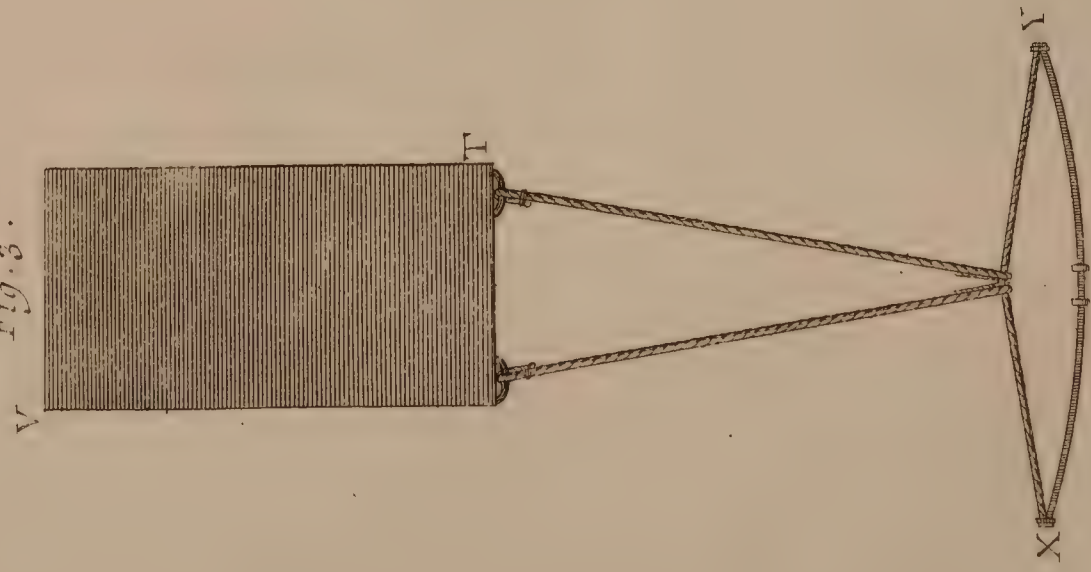


Fig. 2.

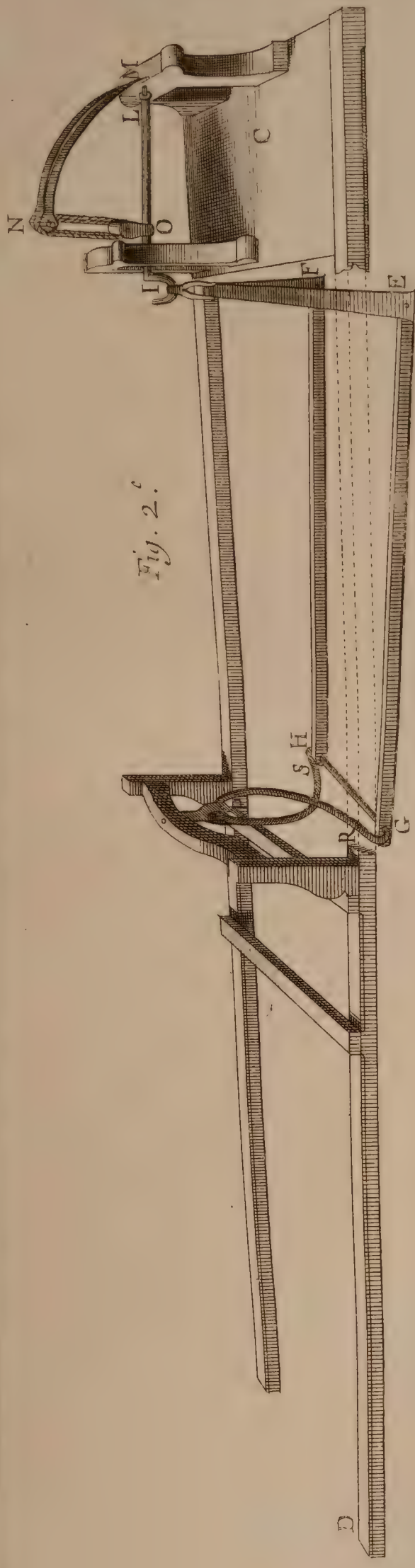


Fig. 1.

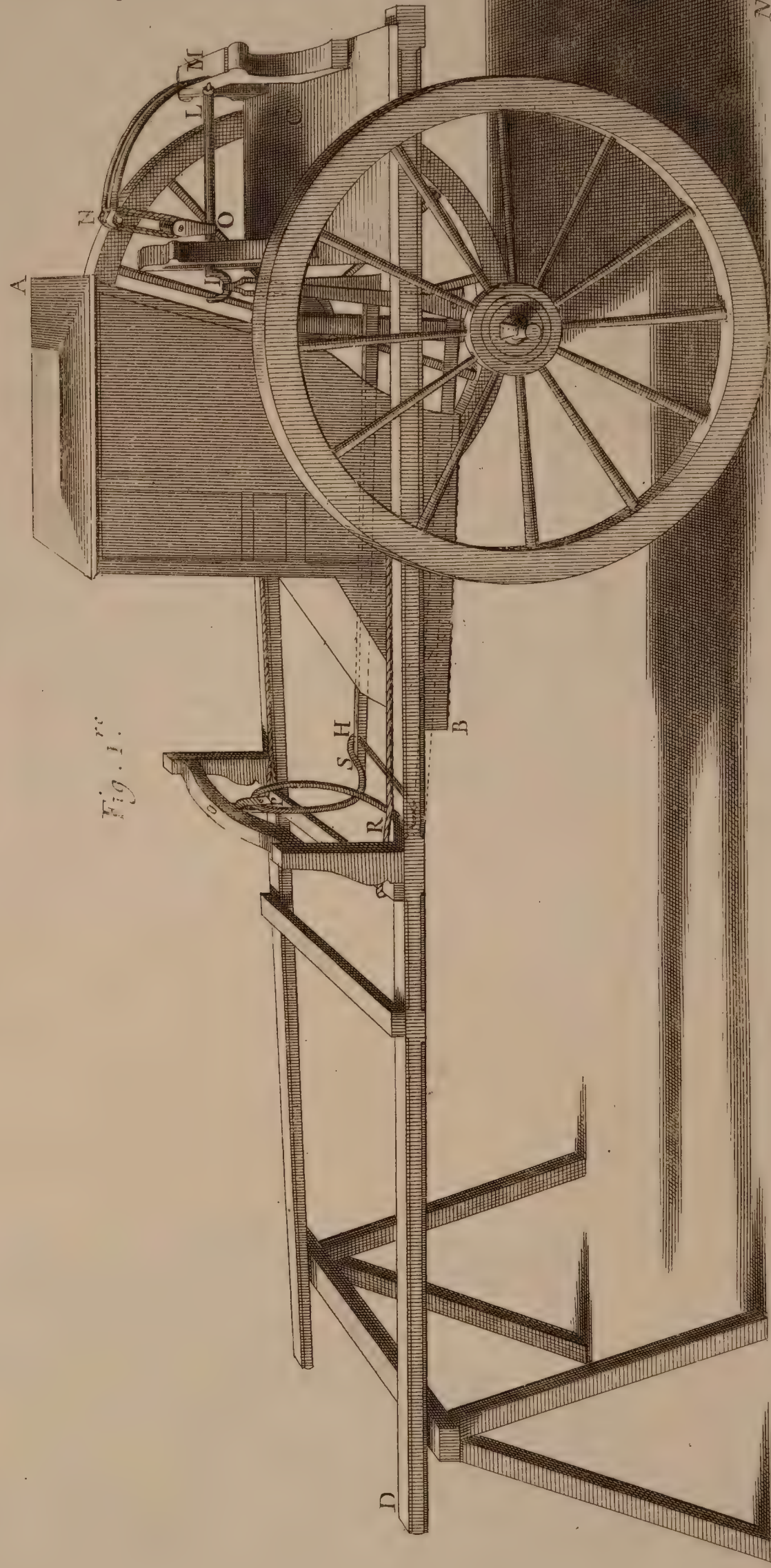


Fig. 1^{re}

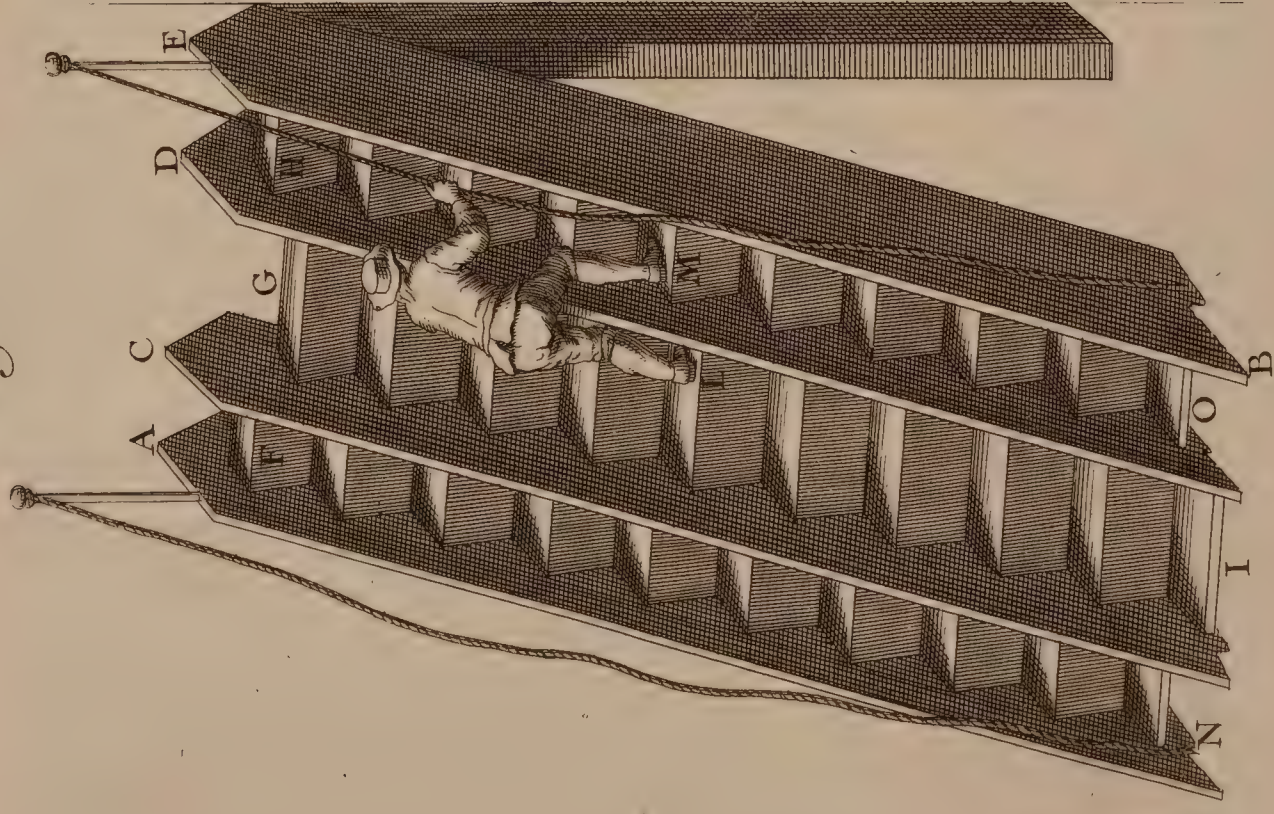
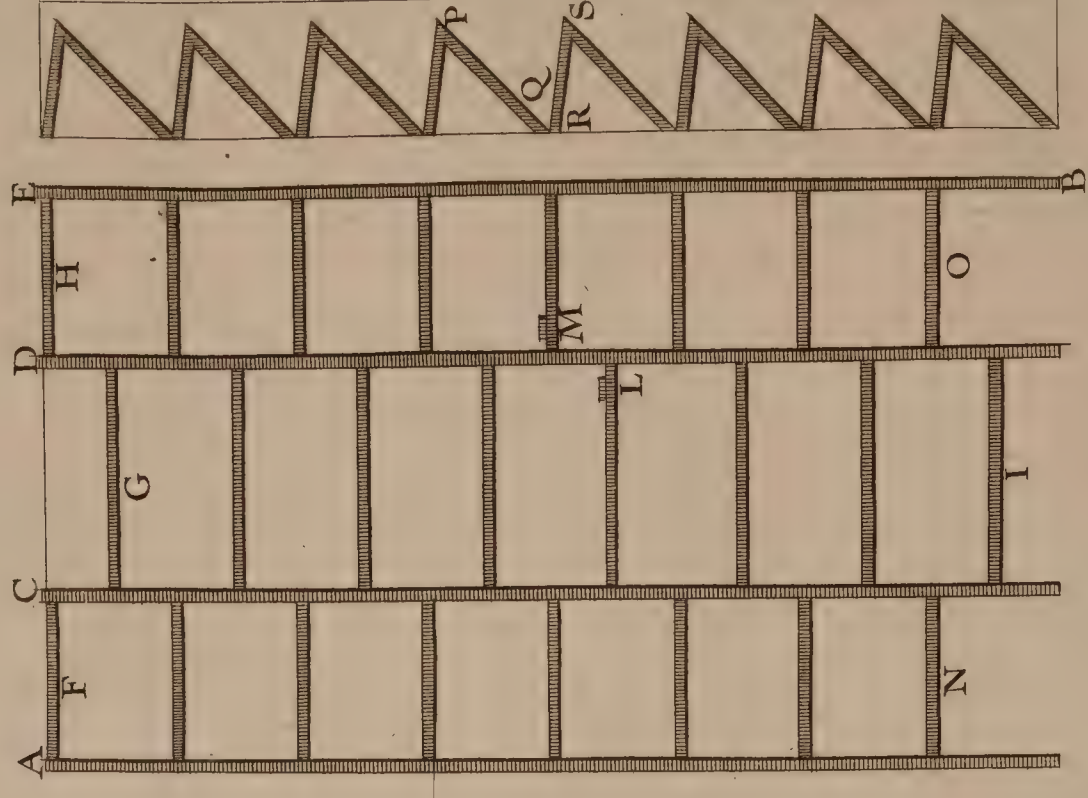


Fig. 2.



Machine à Vanner les Grains.

Planche I.^{ère}

fig. 1.^{re}

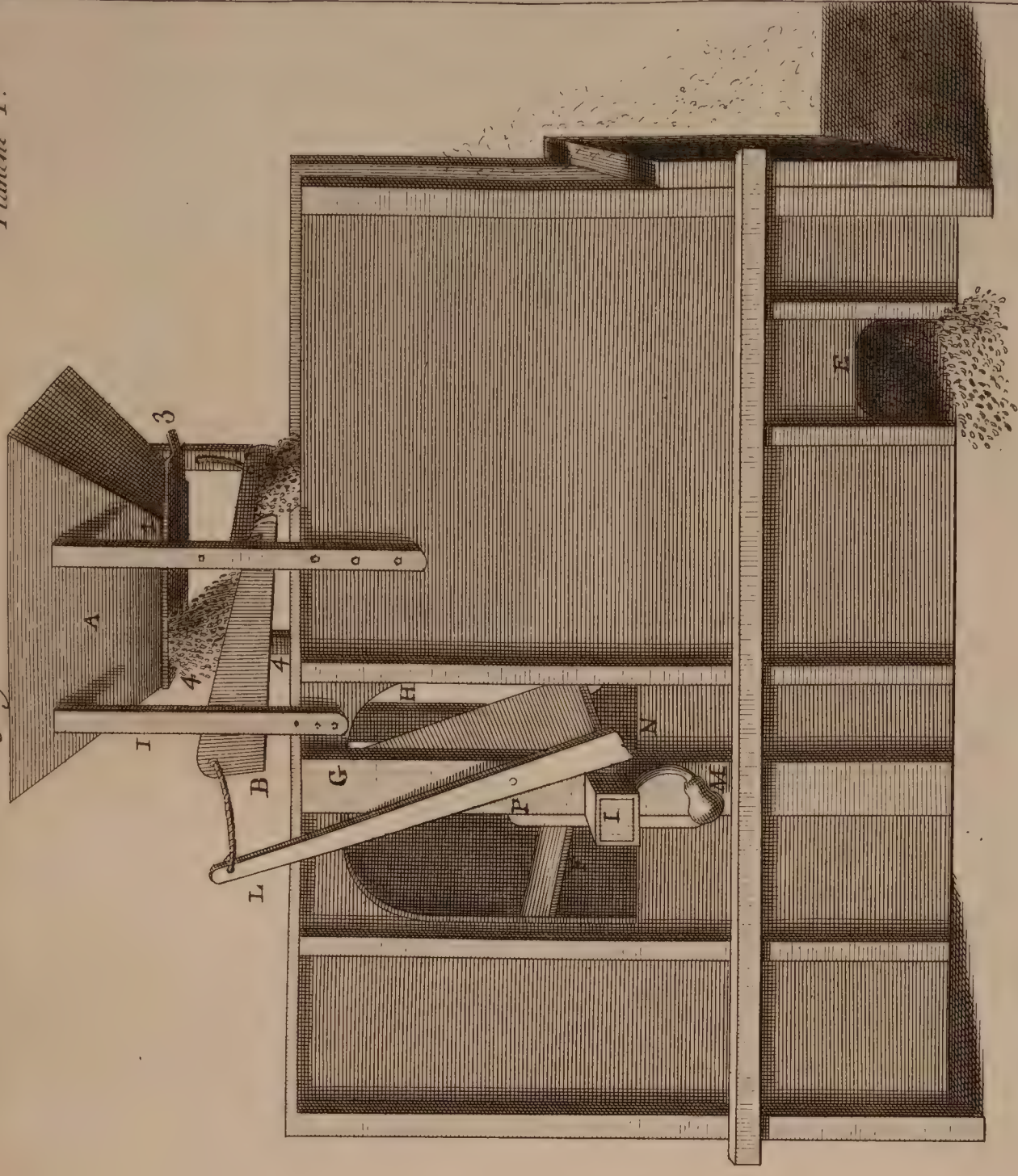


fig. 2.^e

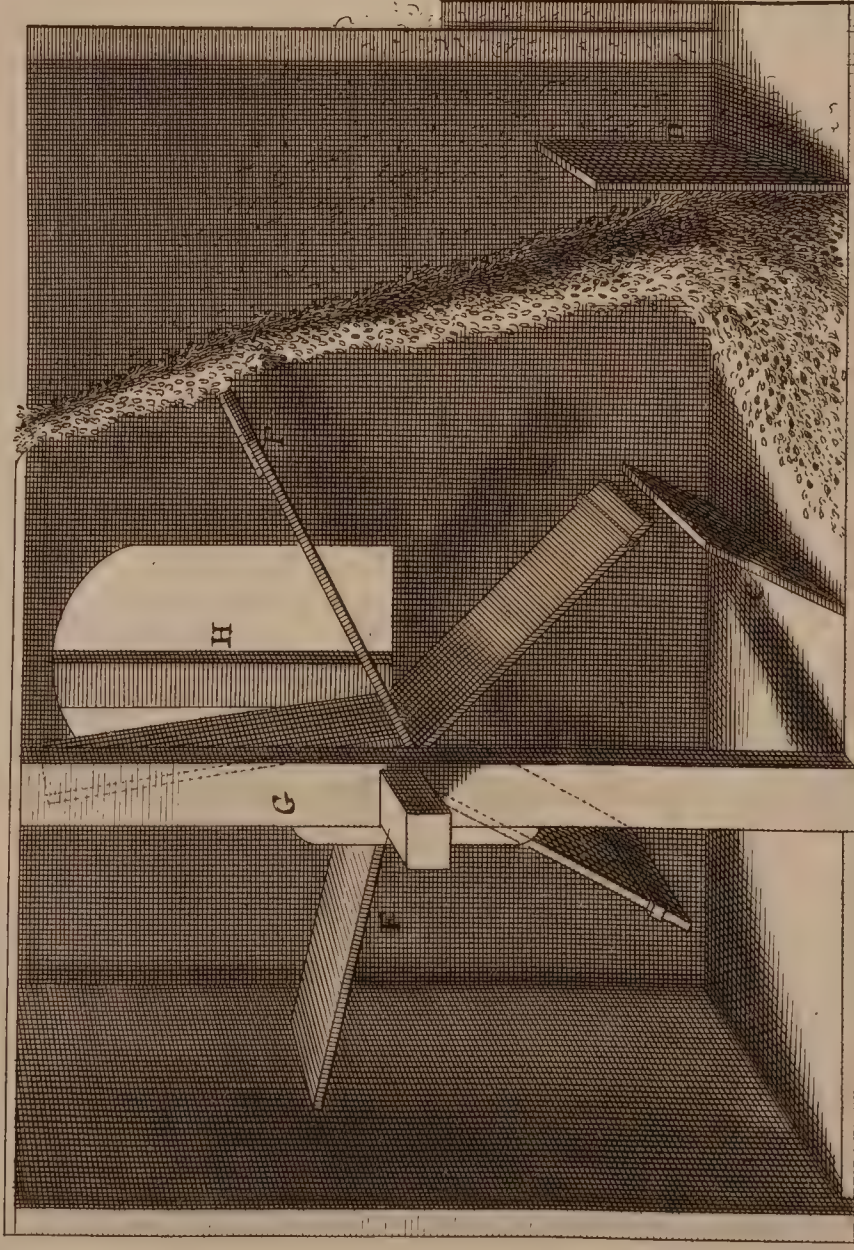
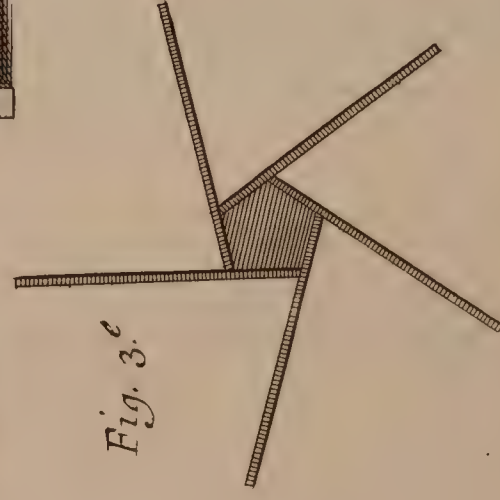


Fig. 3.^e

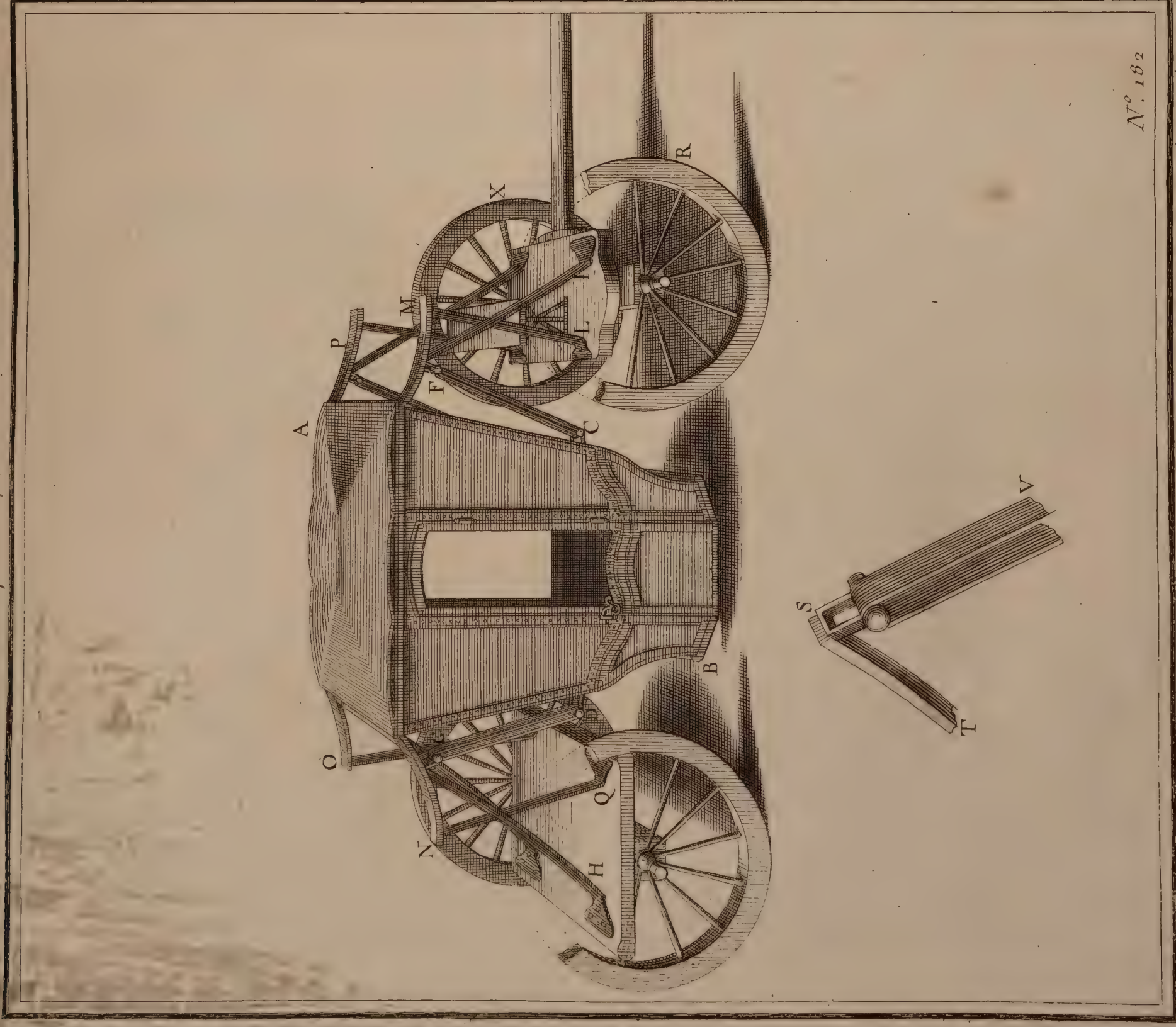


Echelle de 1 2 4 pieds

Herriot Sculp.

N° 180.

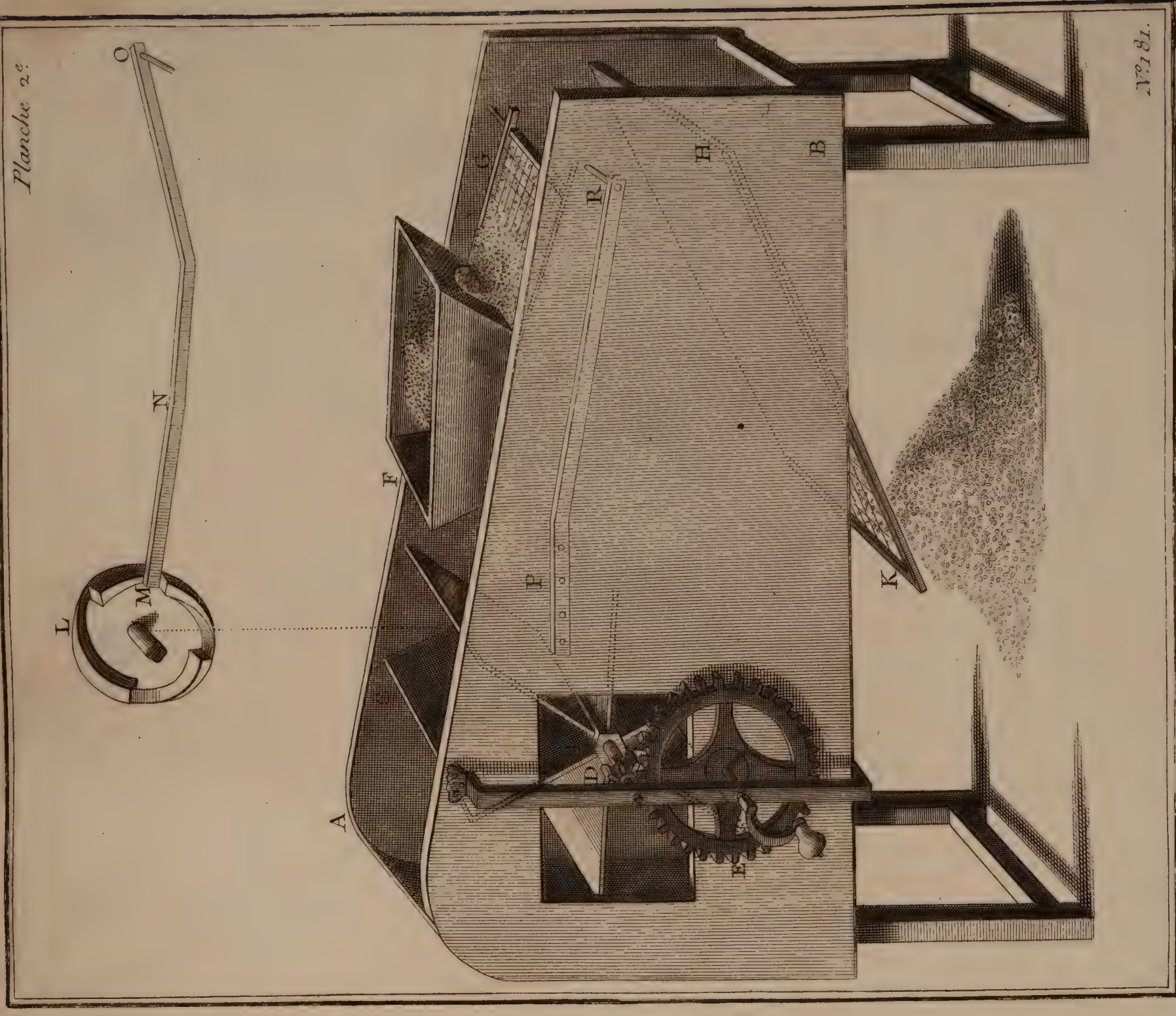
Caisse qui ne peut éverser.



N° 182

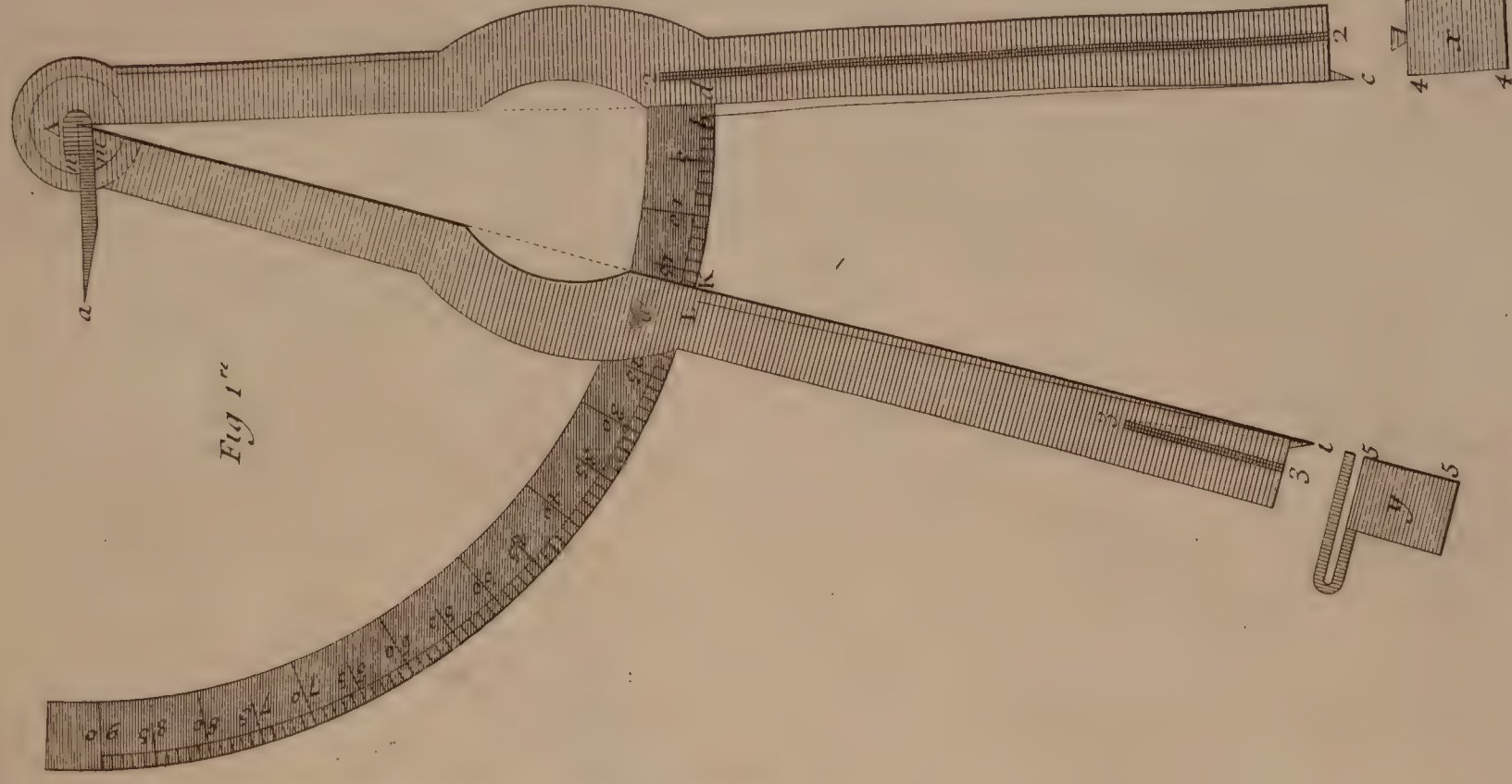
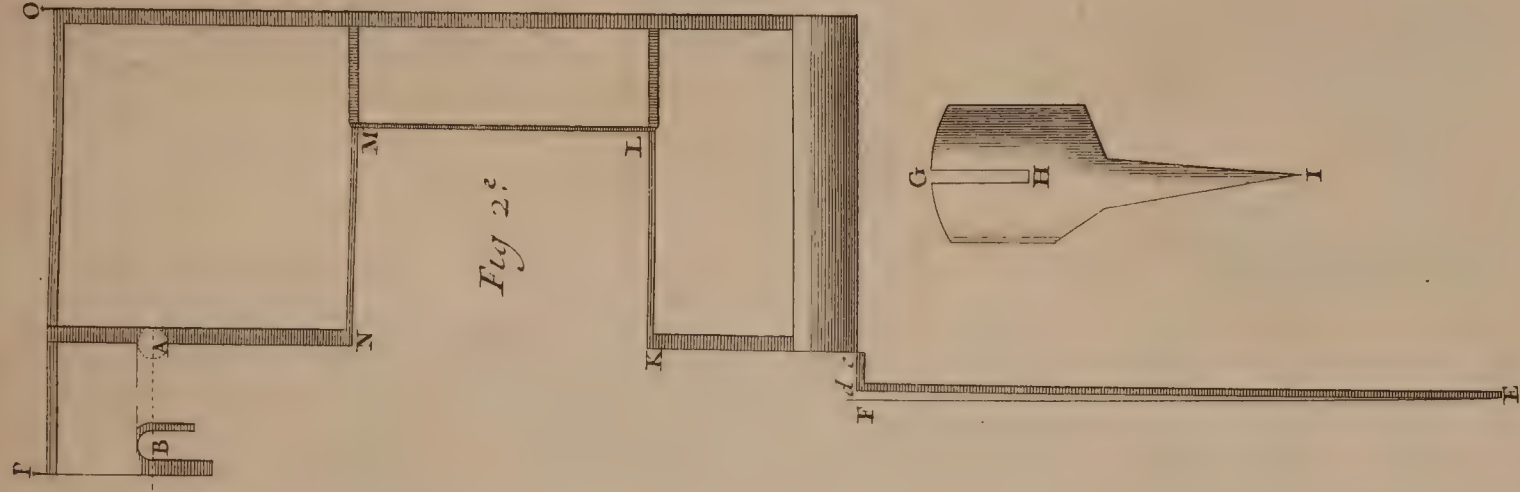
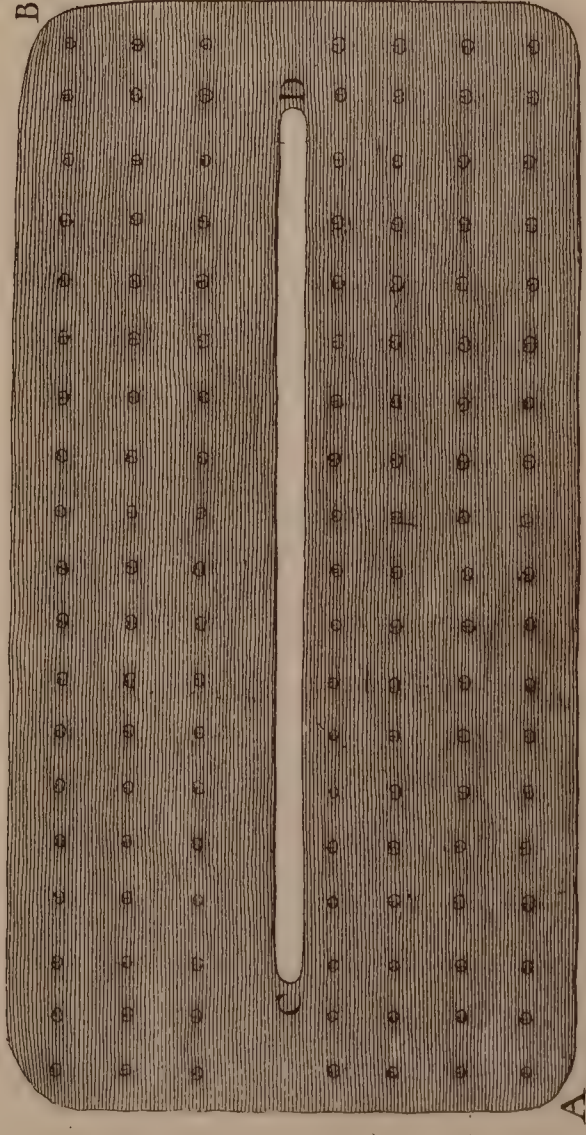
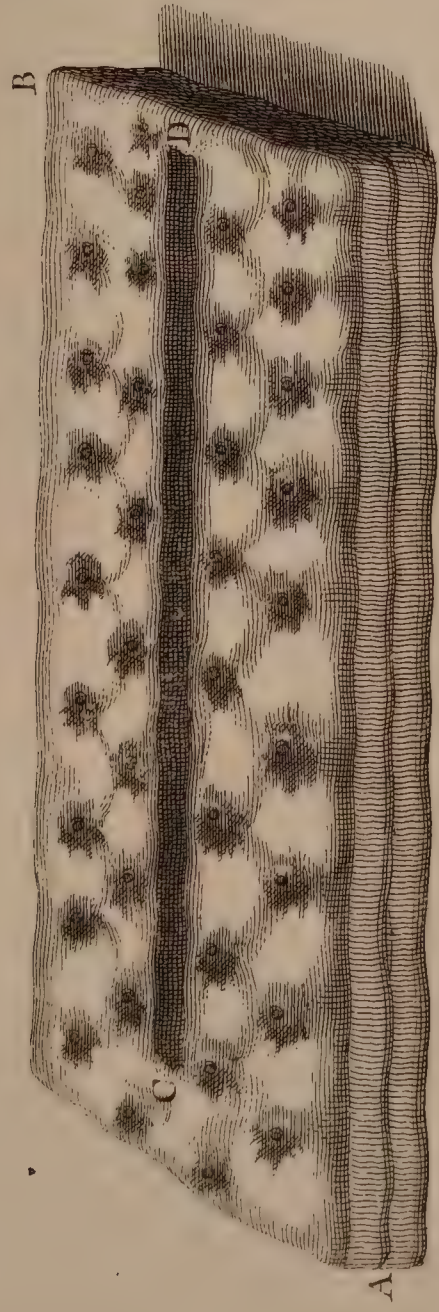
Herisier Sculp.

Machine à Vanner les grains perfectionnée.

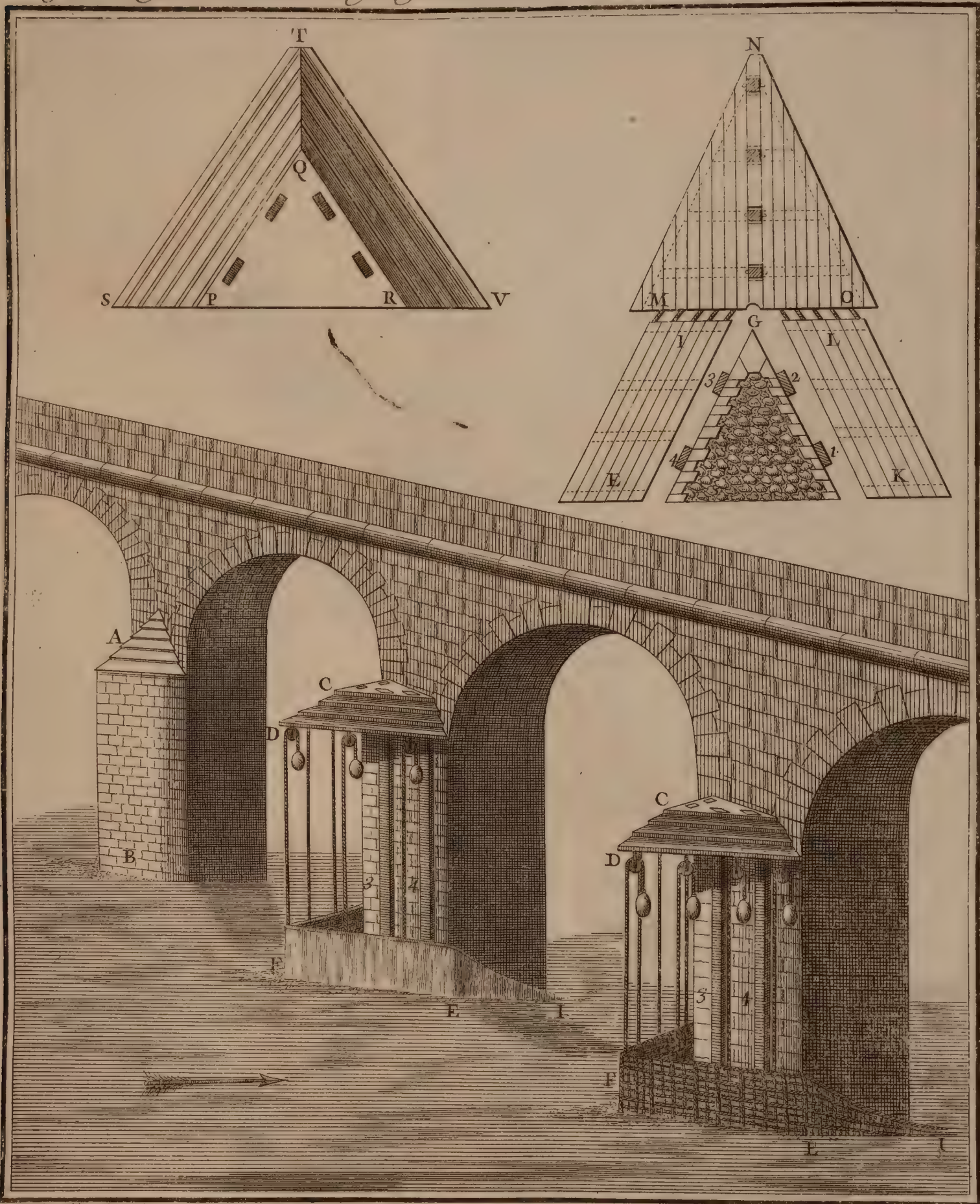


N° 181

Deullund Sculp.



moyen de garantir de naufrage les Balteaux qui passent sous les Ponts :



Dheulland Sculp.

N^o 185.

1^{re} Roue à élever de l'Eau.

Planche I^{re}

Fig. 3^e.

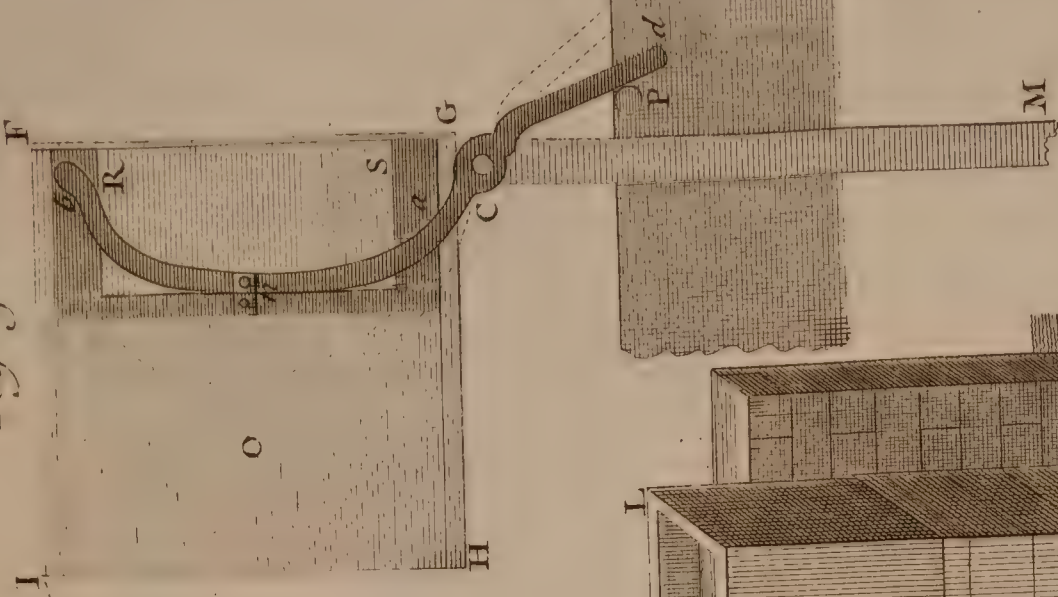


Fig. 1^{re}.

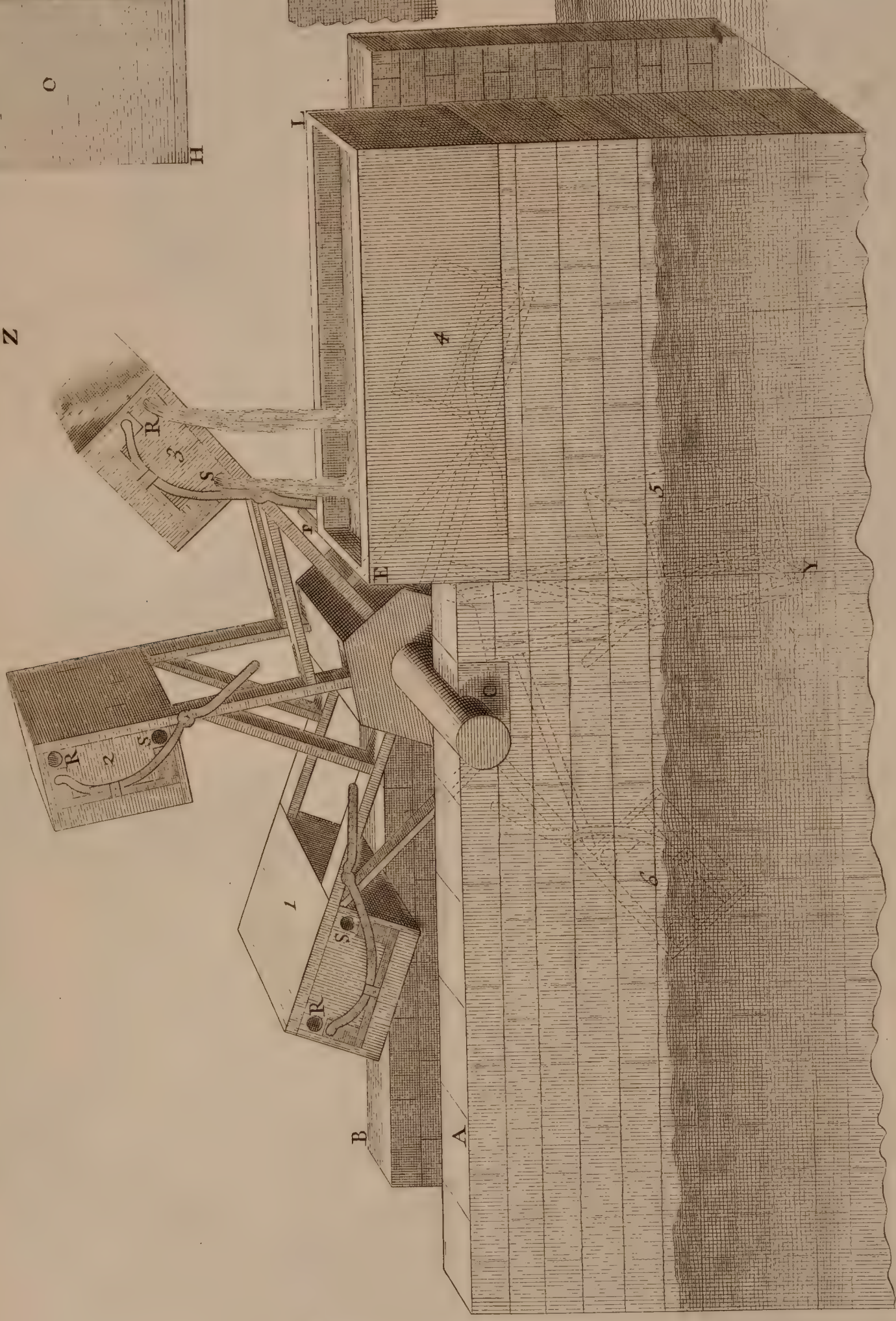
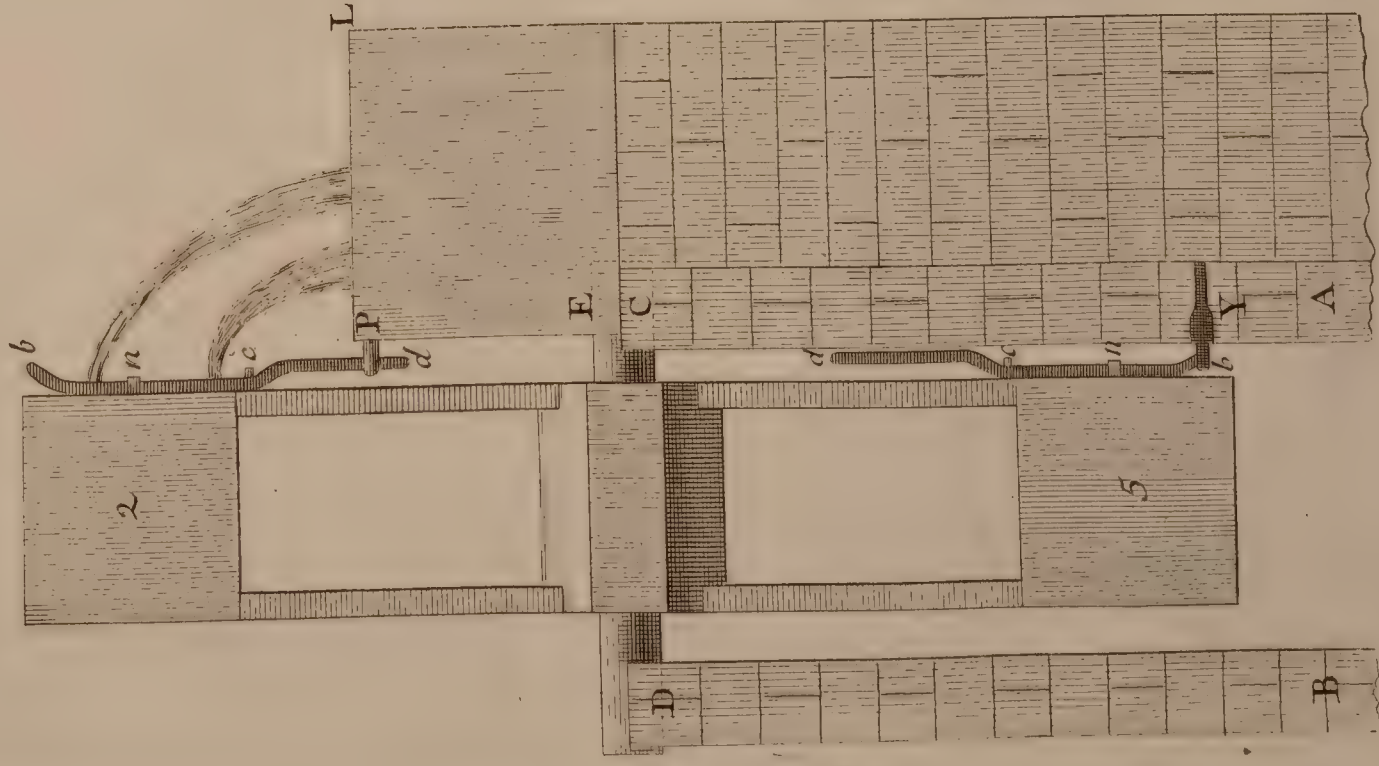
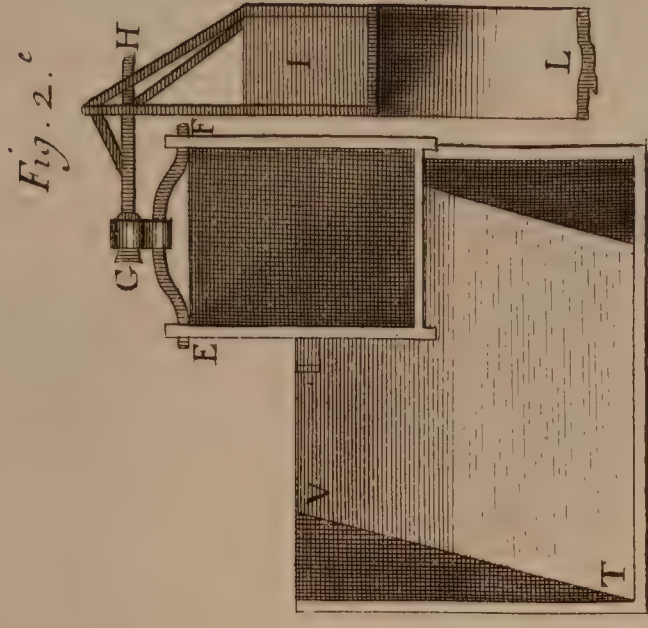
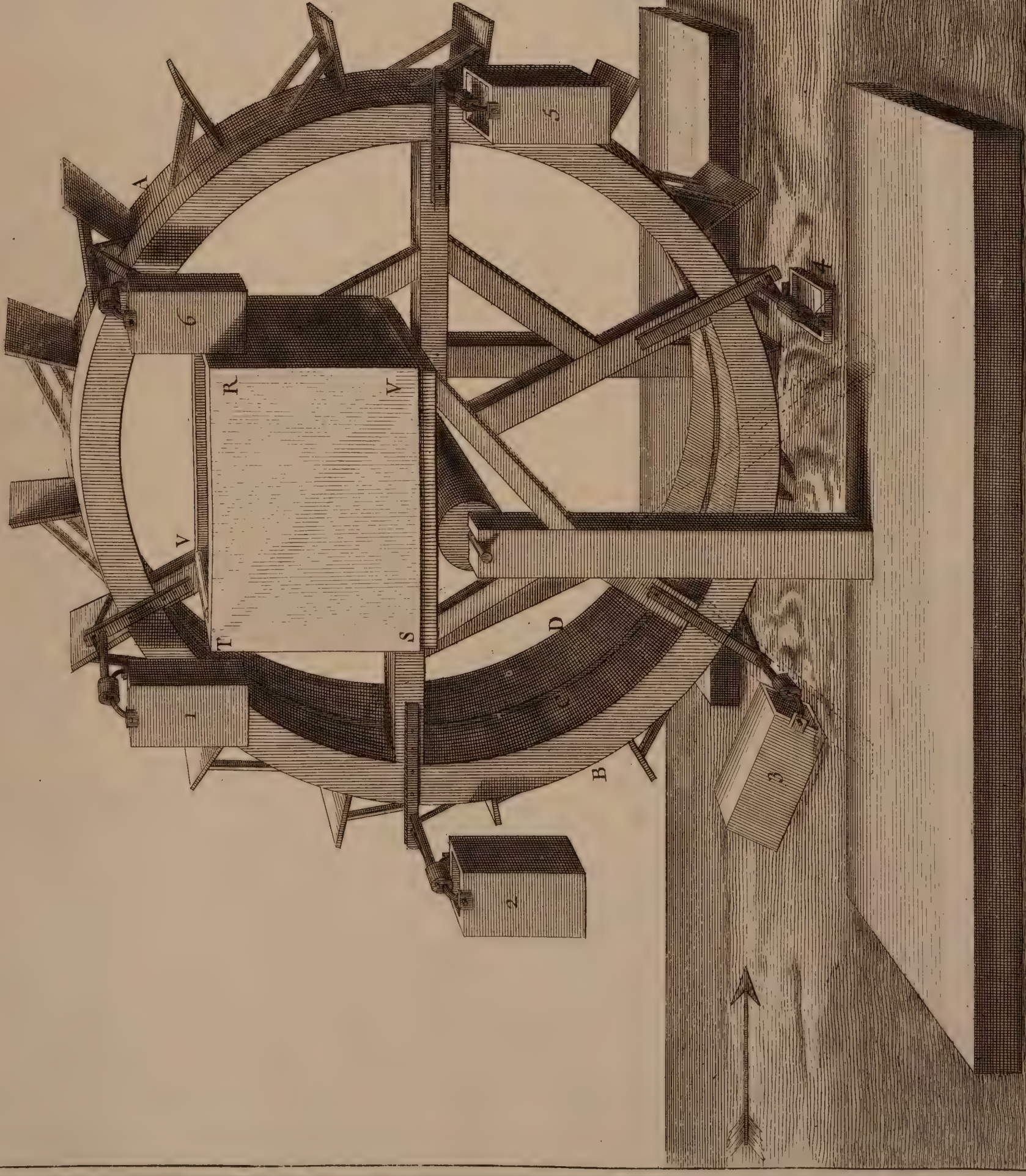


Fig. 2^e.

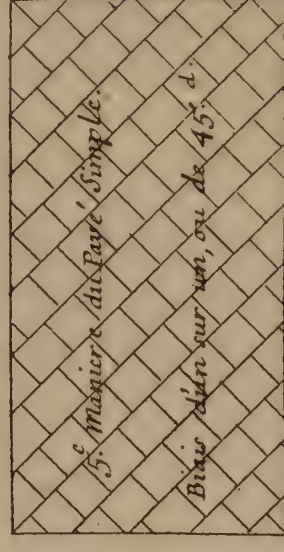
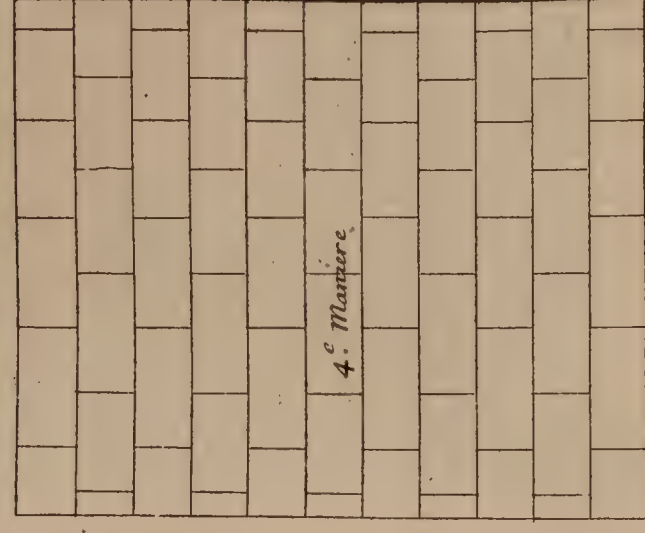
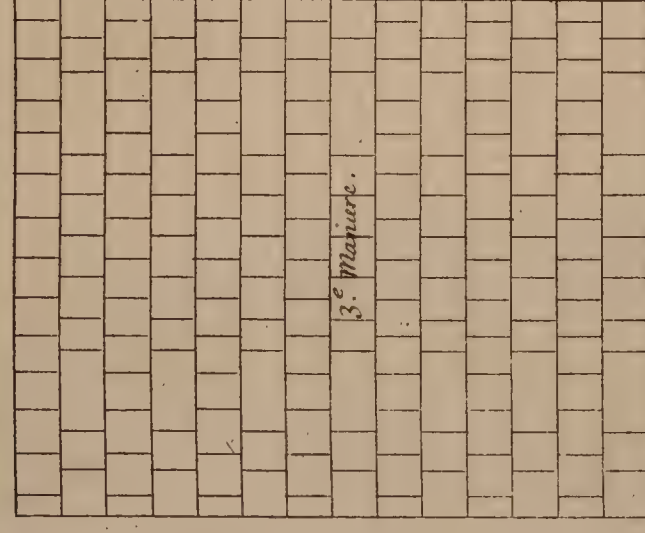
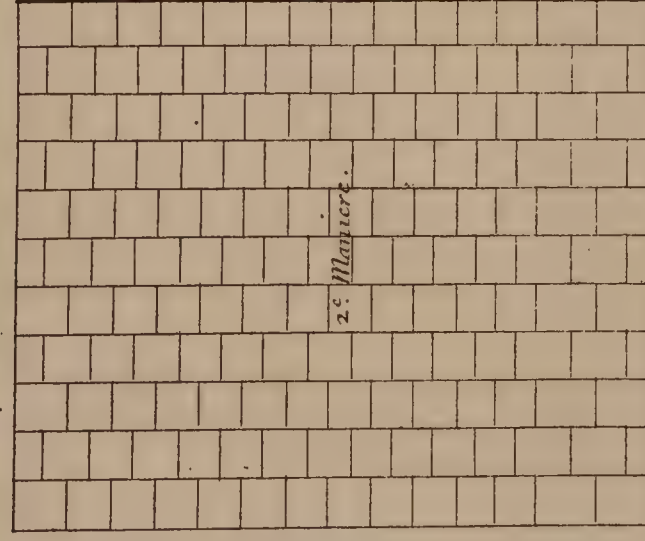
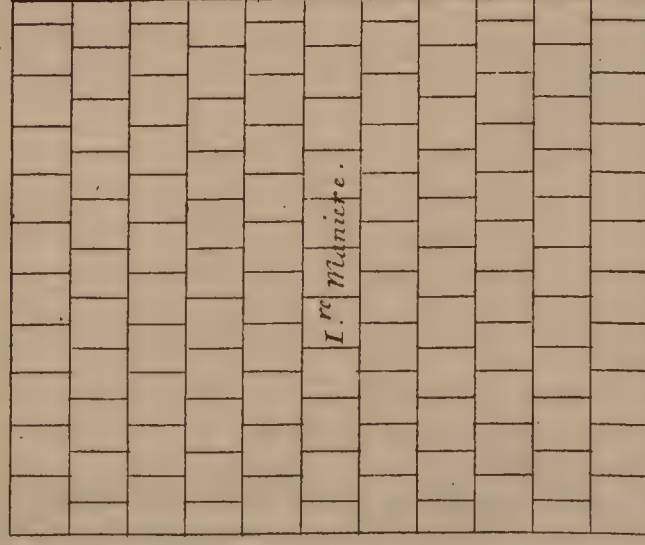
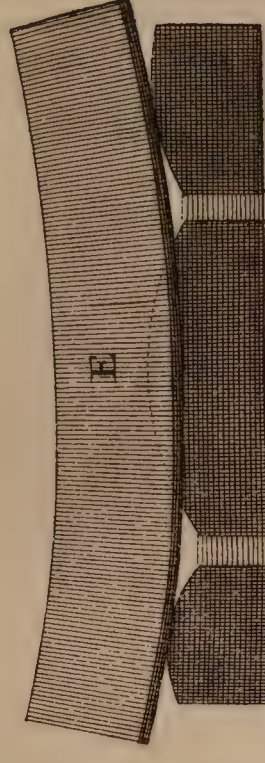
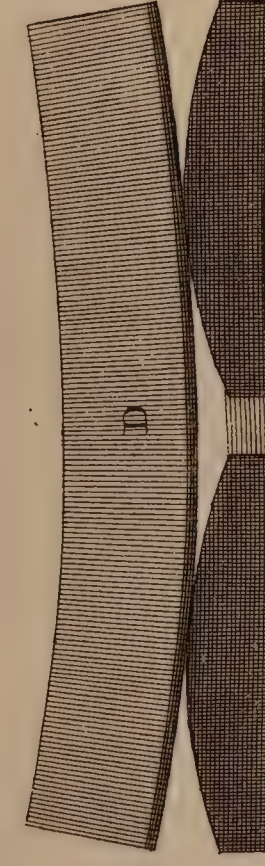
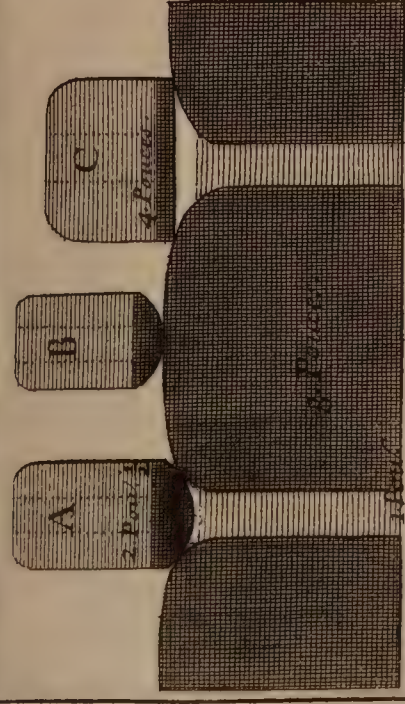


2.^e Rouë à Elever de l'eau.

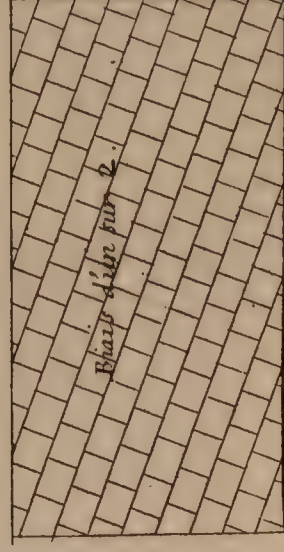
Fig. 1.^{re}



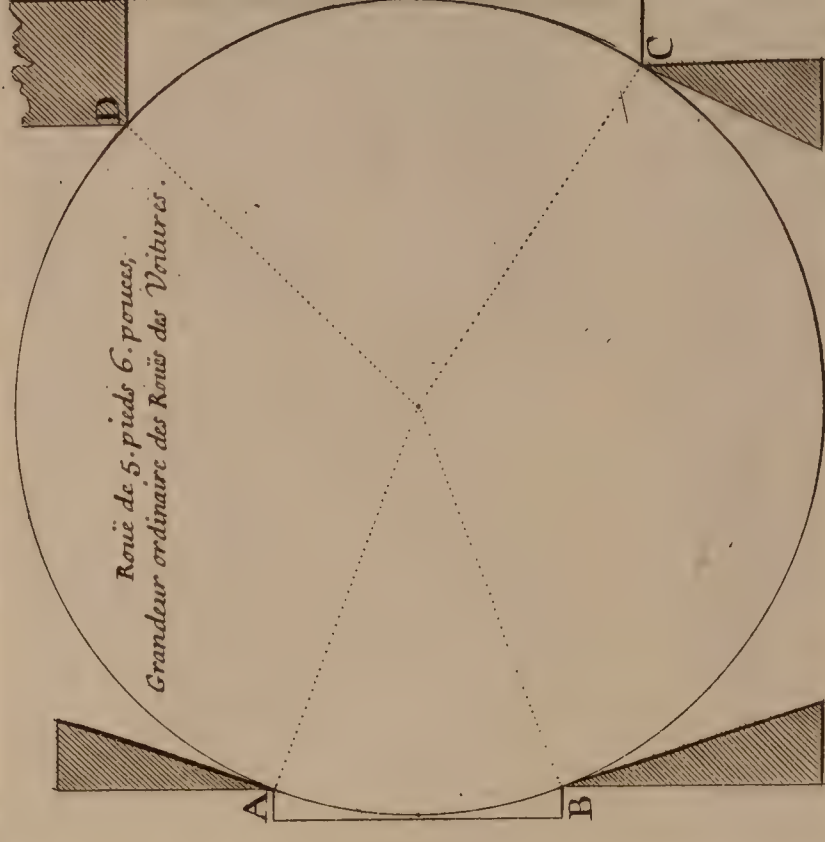
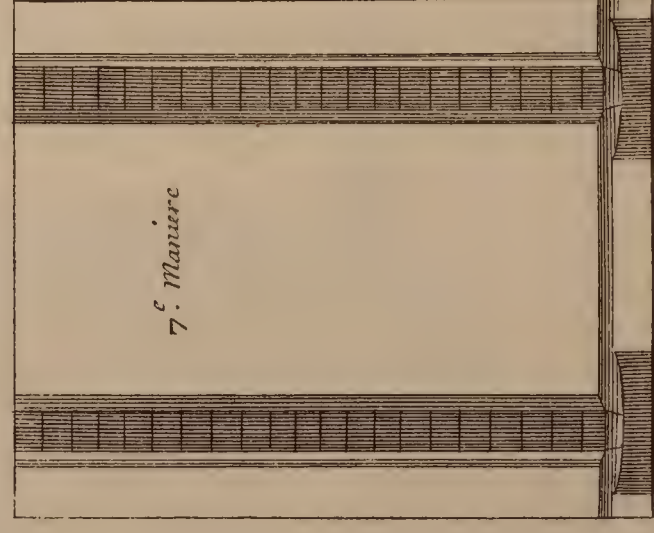
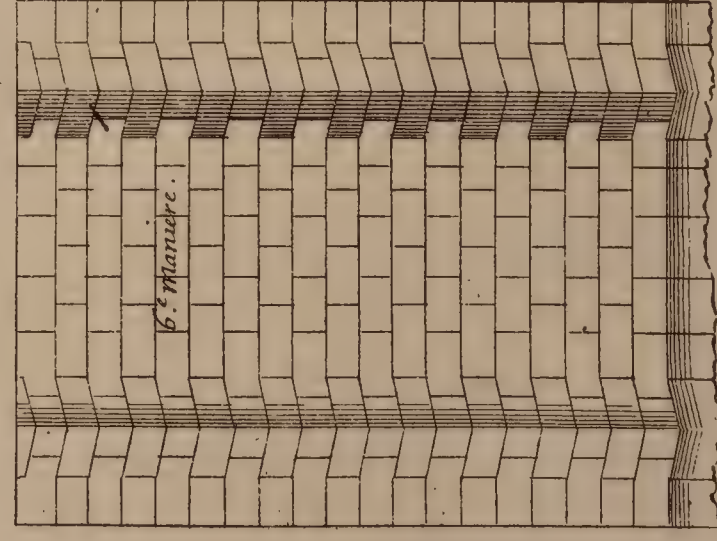
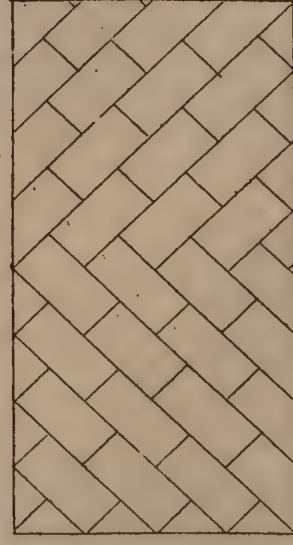
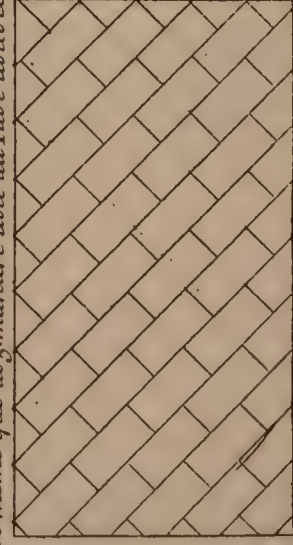
Differentes manieres de Paver les Chemins.



Bien aligner sur un, ou de 45° à



De même que la 5. e maniere avec du Pavé double.



Machine pour Dessaler l'Eau de la mer.

Fig. 1^{re}

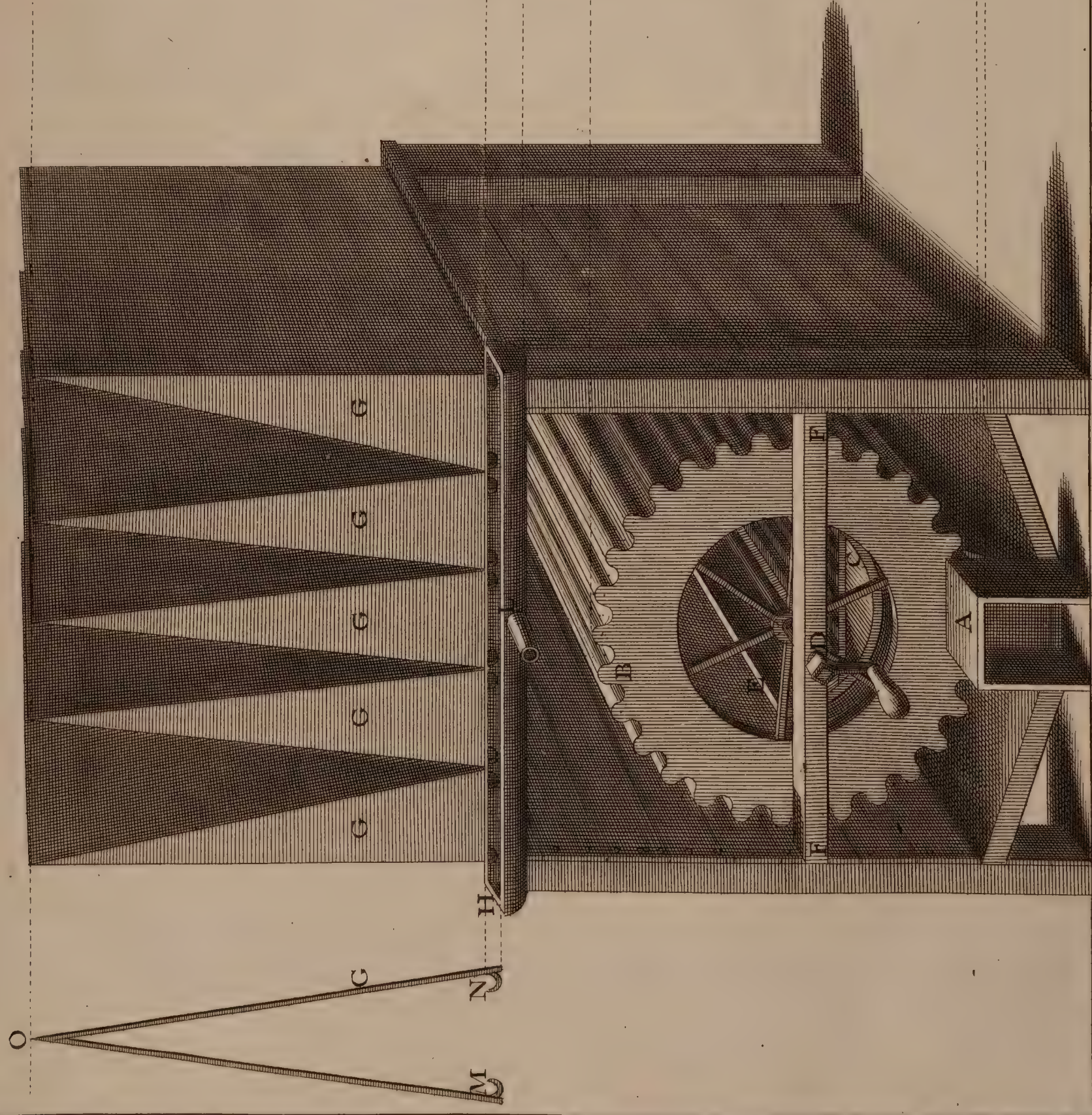
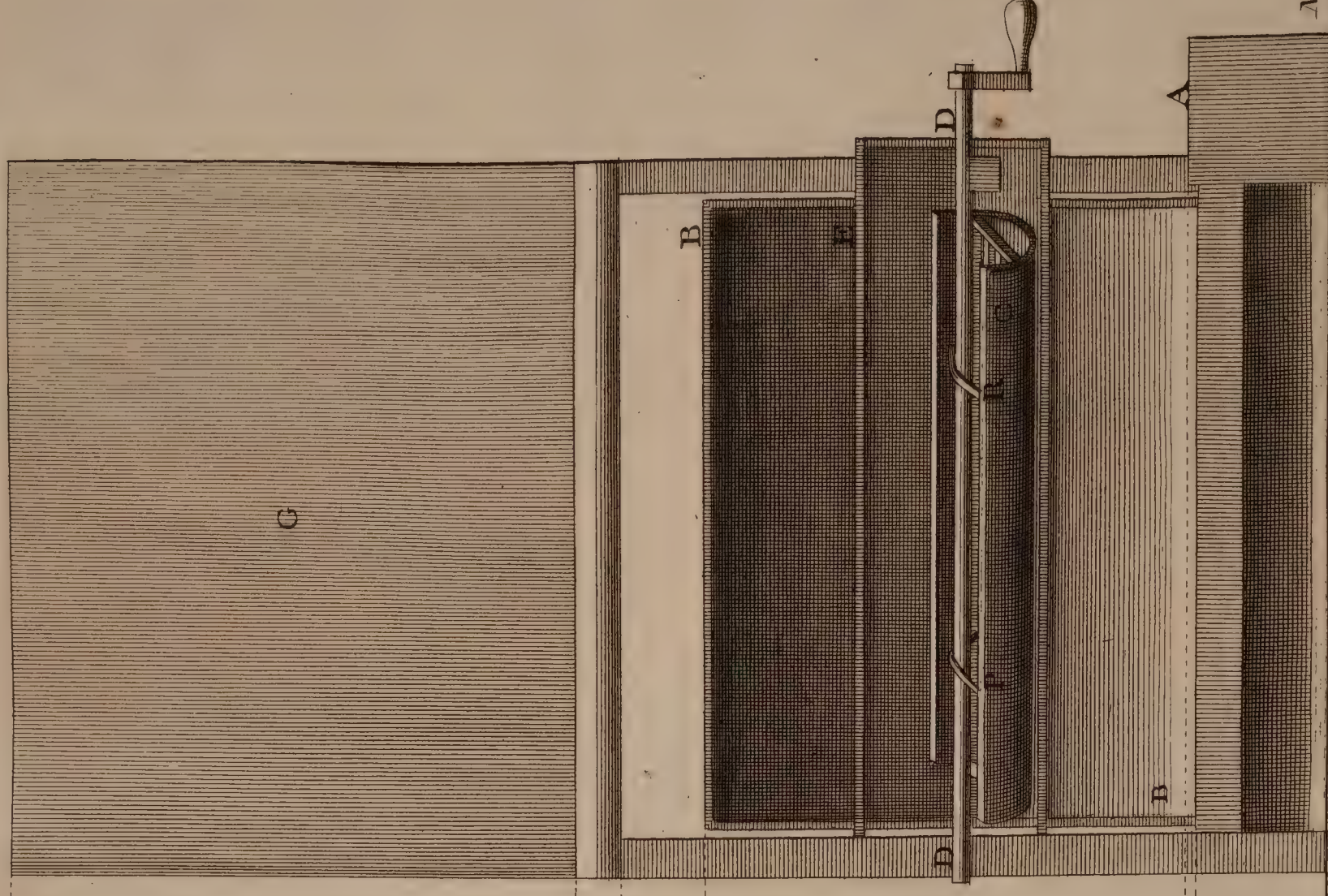


Fig. 2.



Pendule qui marque le tems vrai le lieu et la Declinaison du Soleil.

Fig. 2^e.

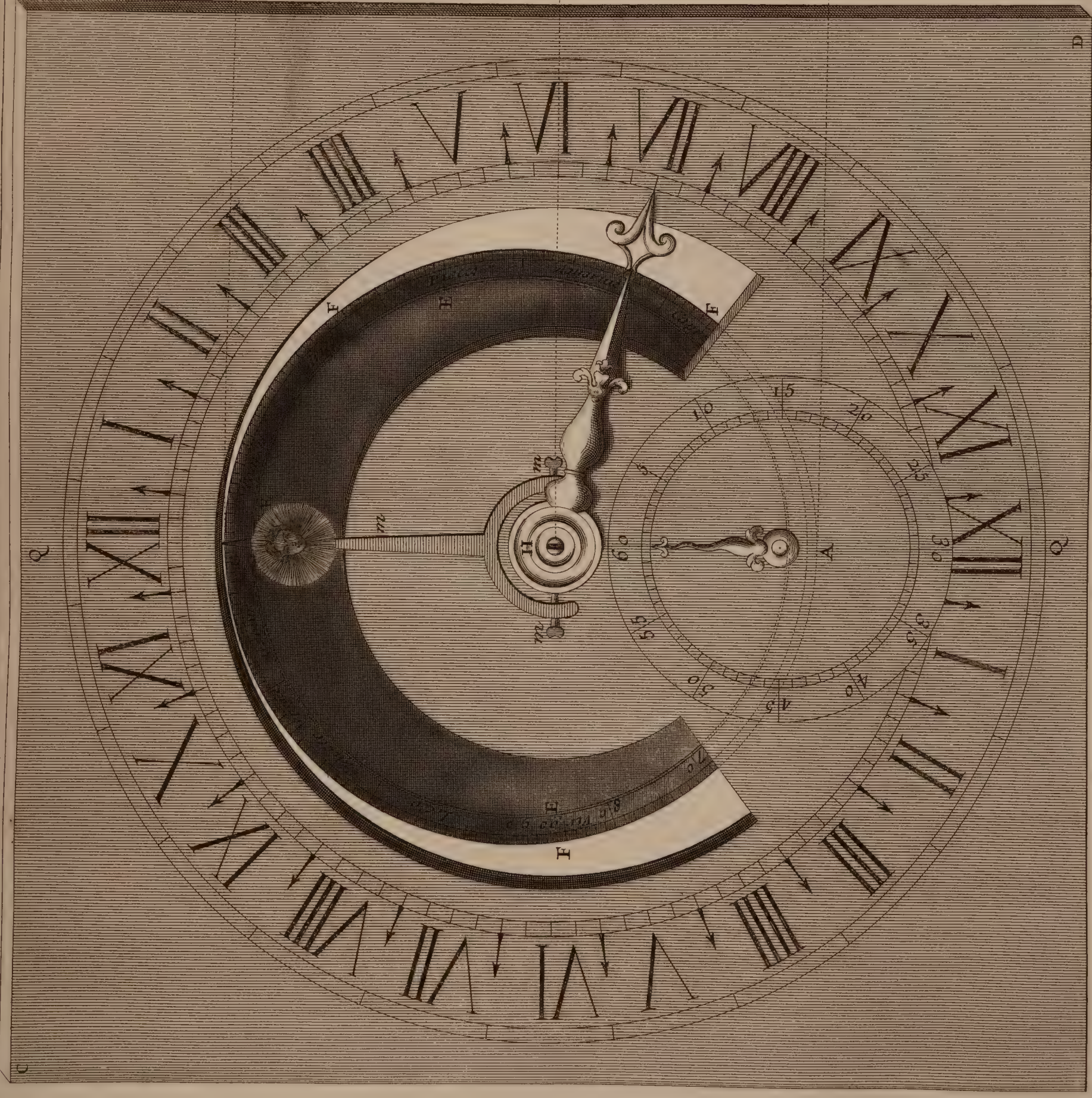
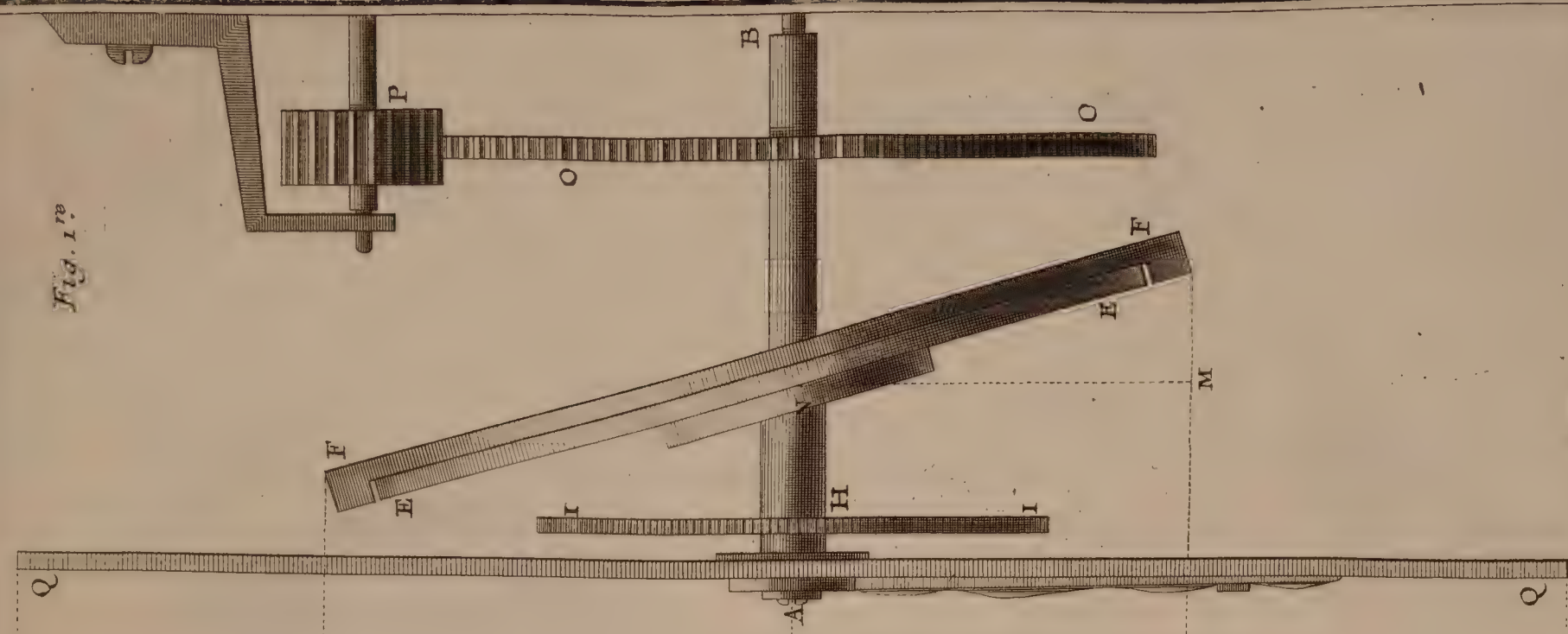
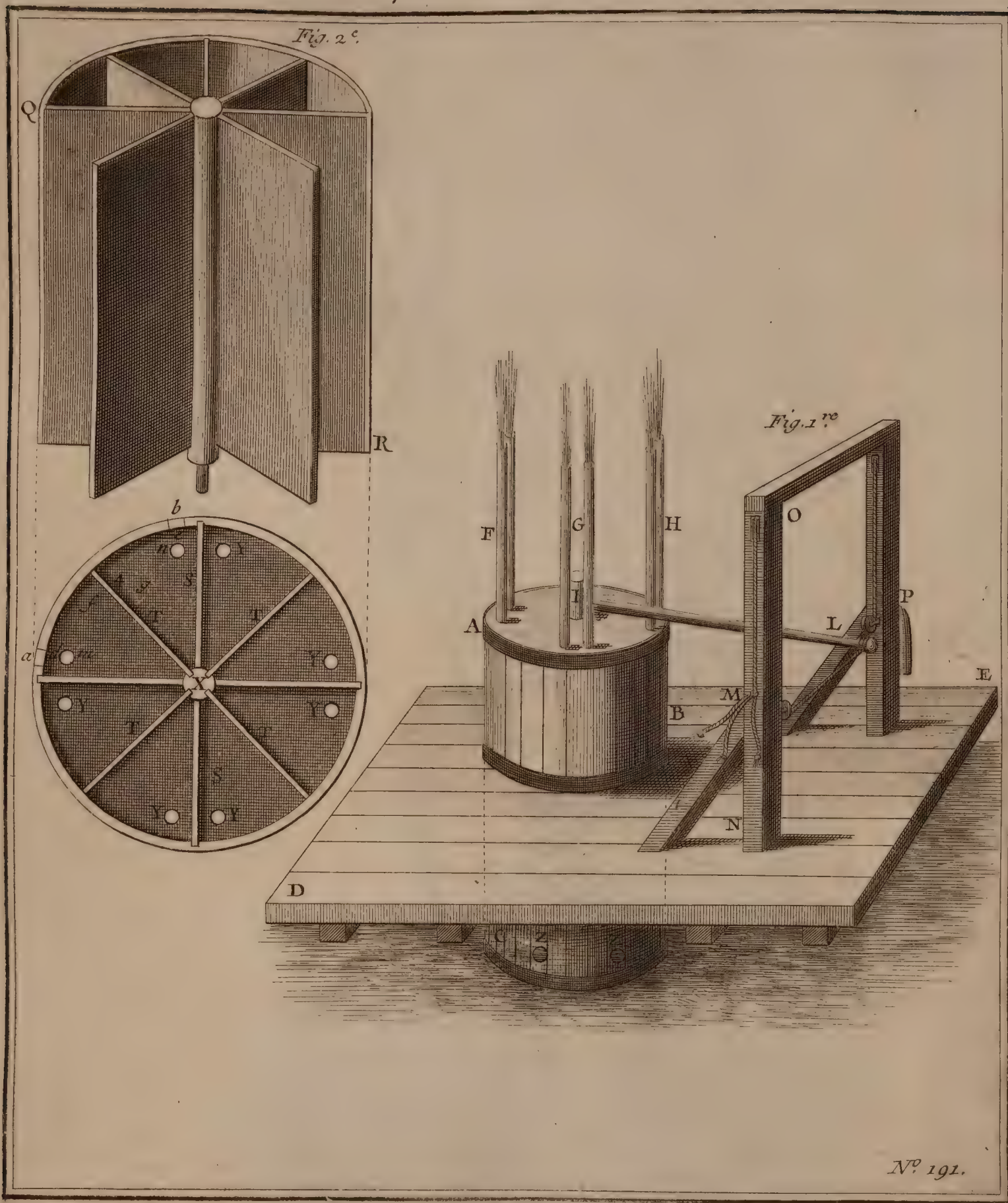


Fig. 1^{re}.

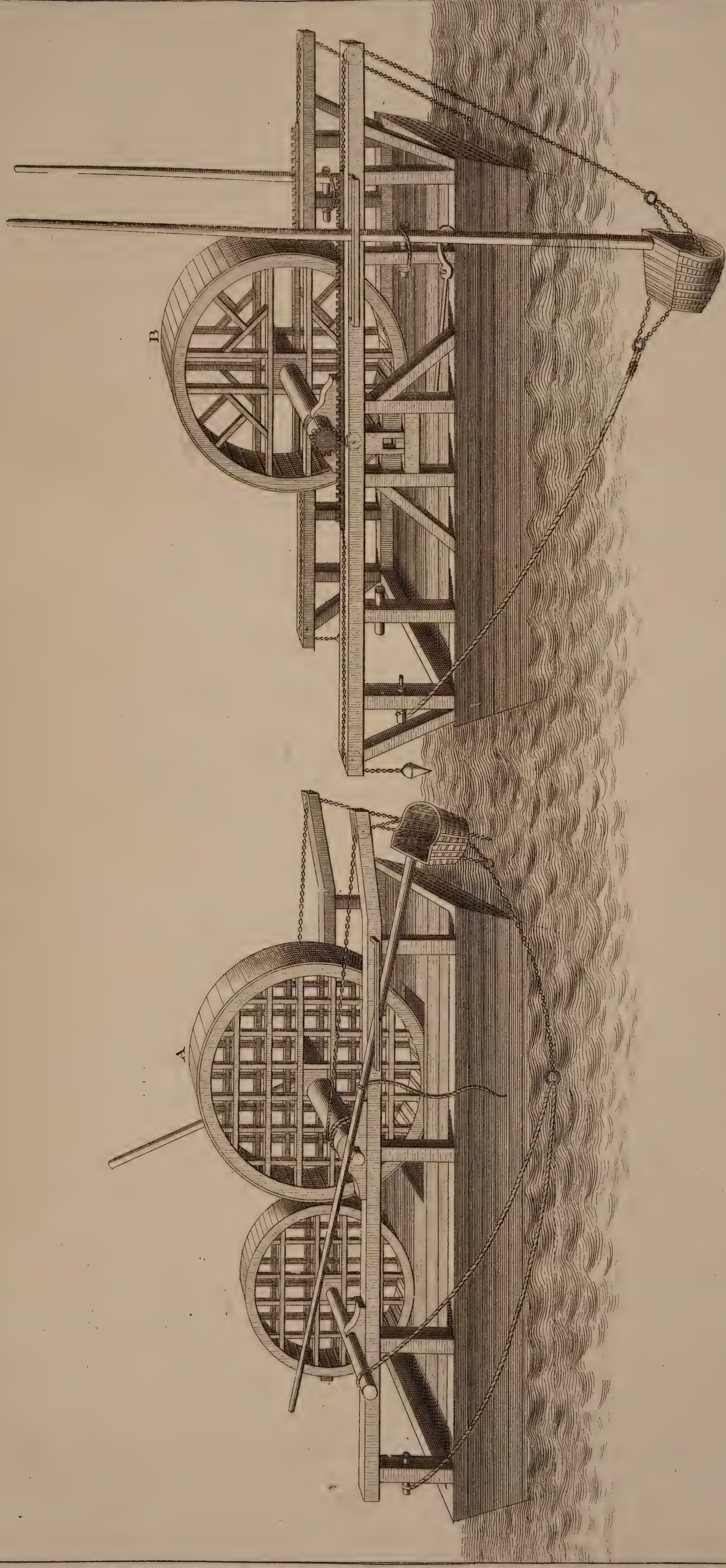


Machine pour Elever de l'Eau.



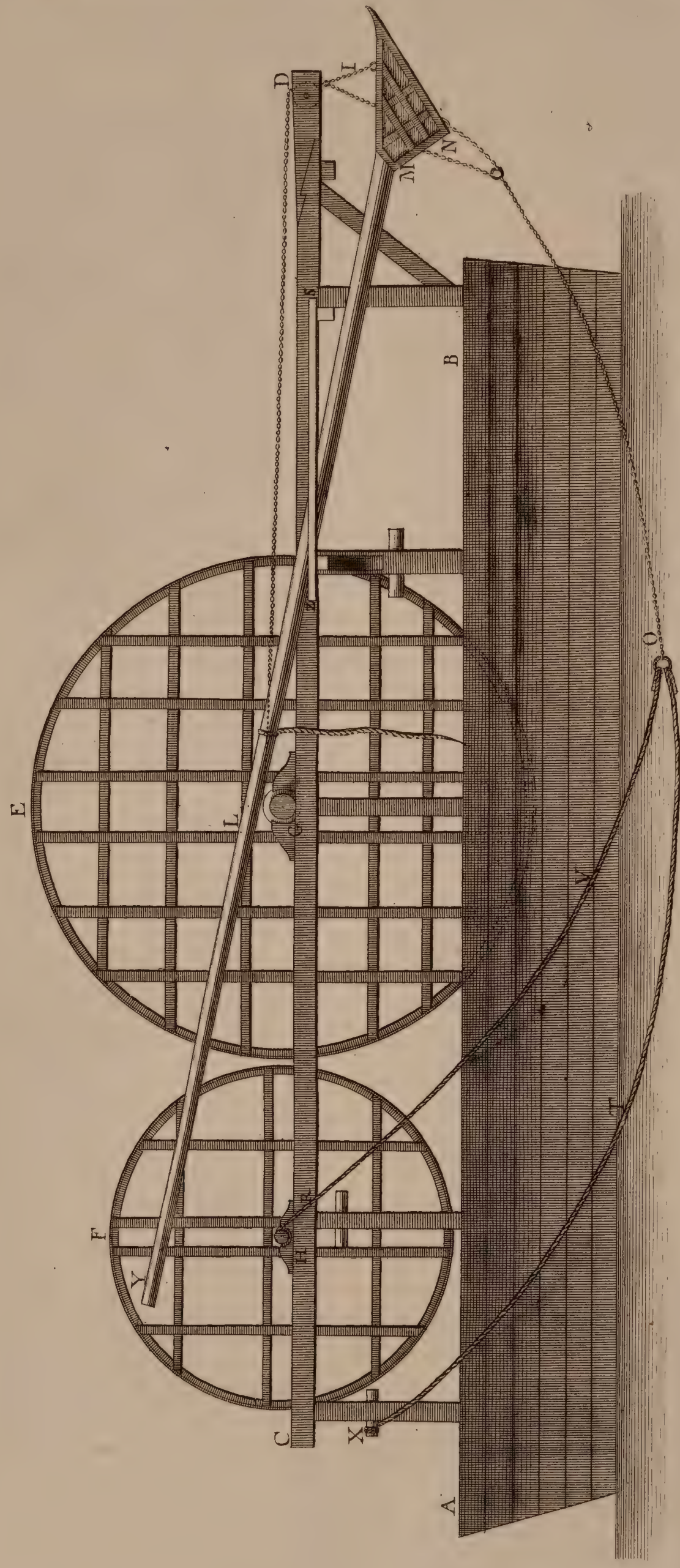
Nº 191.

Dheulland Sculp.



Pontons ordinaires pour curer les Ports.

Planche 2.^e



Echelle de 10 pieds
1 2 3 4 5 6 7 8 9 10 pieds.

N^o 193

Herisod Sculp.

Plans des Pontons pour curer les Ports.

Planche 3.

Fig. 1.^{re}

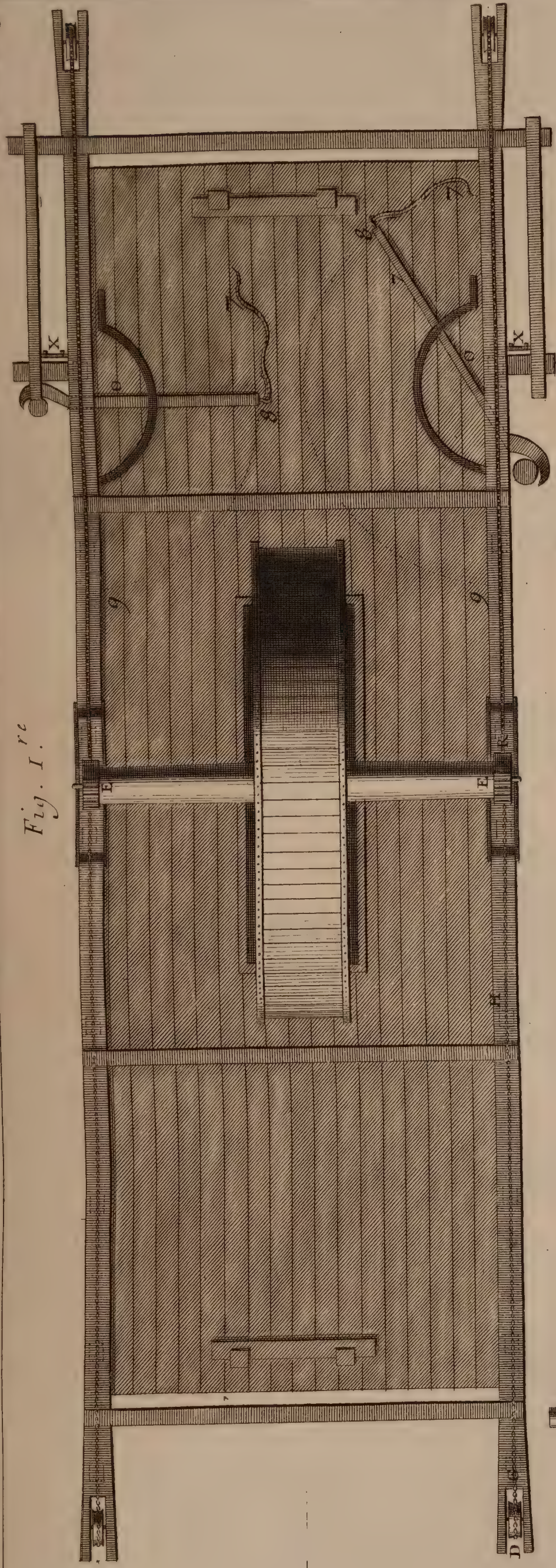
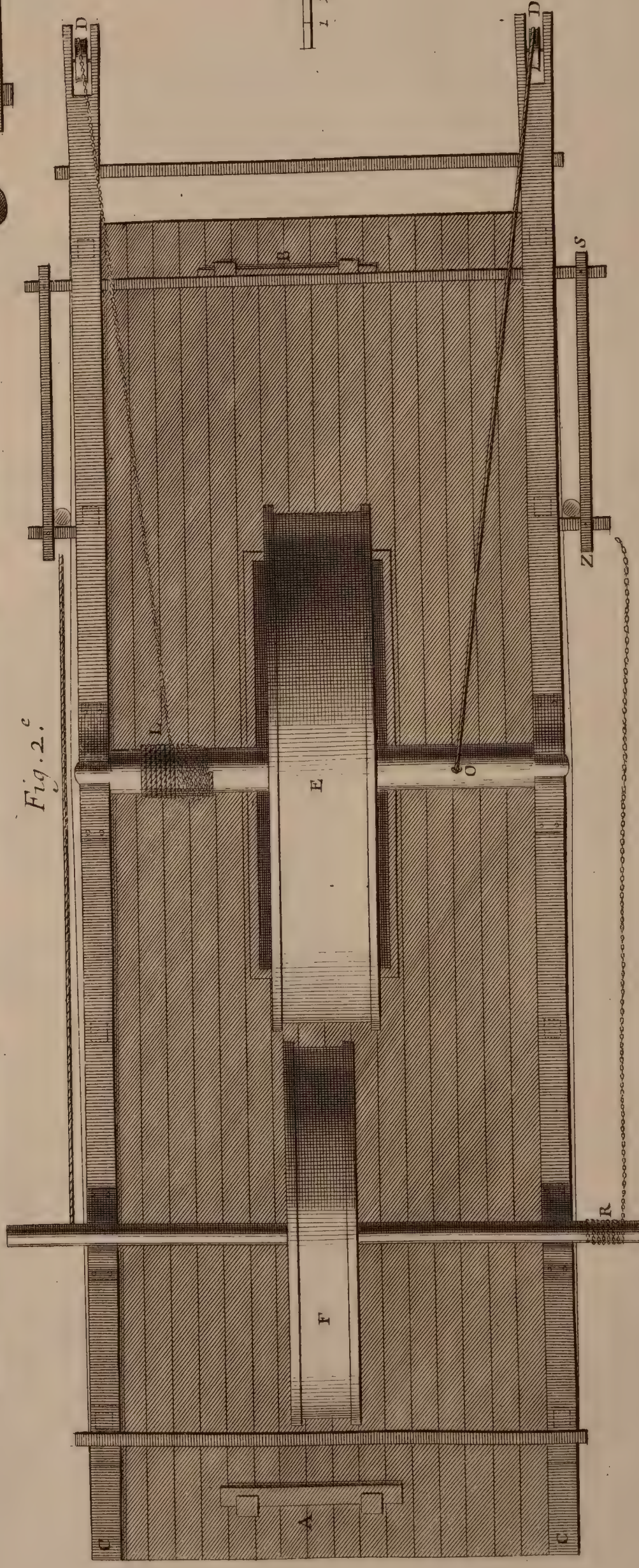


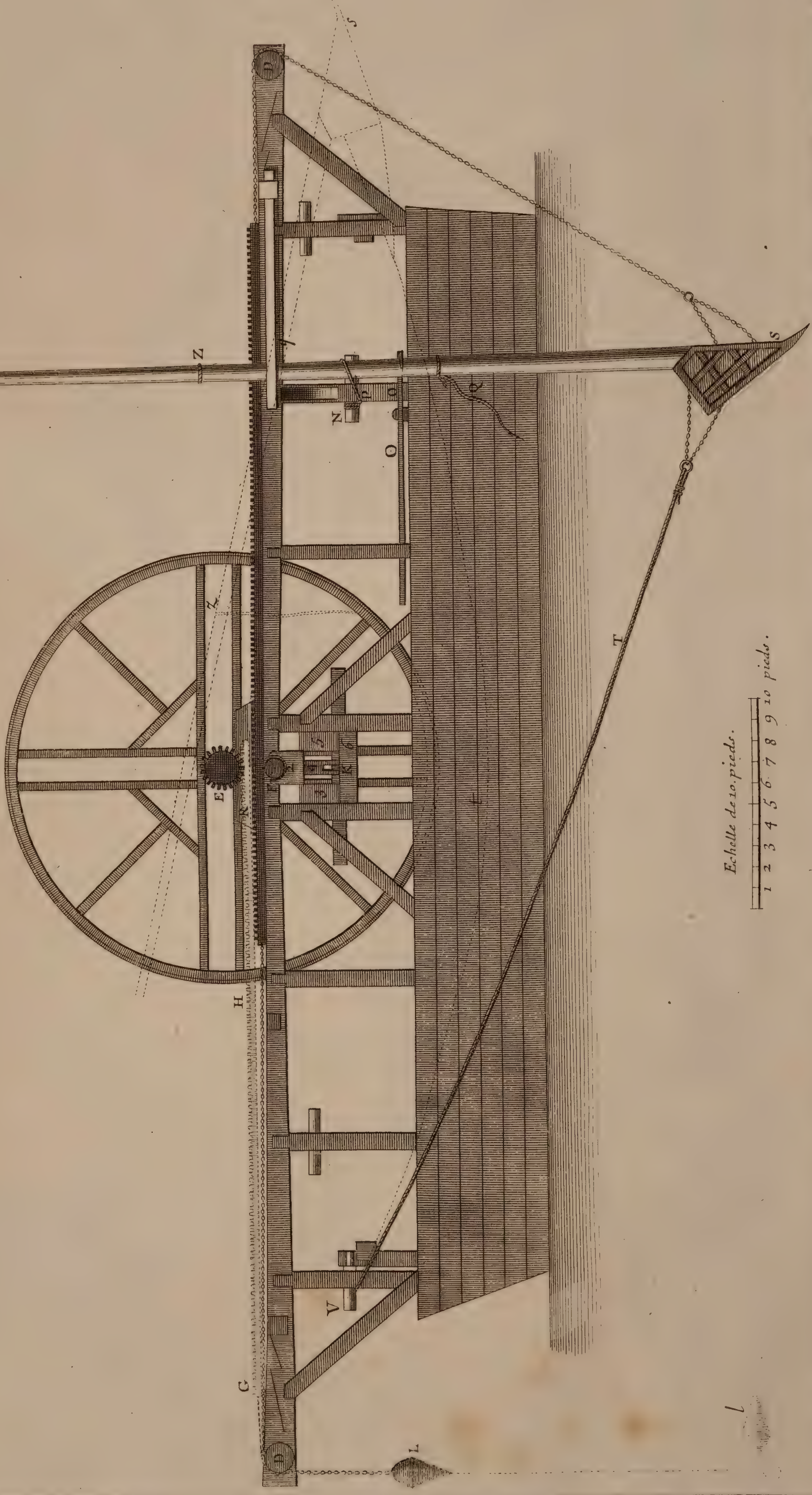
Fig. 2.^e



Echelle de 10. pieds.
1 2 3 4 5 6 7 8 9 10. pieds.

N. 294.

Heriot - Soup.



Echelle de 10. pieds.

1 2 3 4 5 6 7 8 9 10 pieds.

Machine pour nettoyer les Ports.

Planche I.^{re}

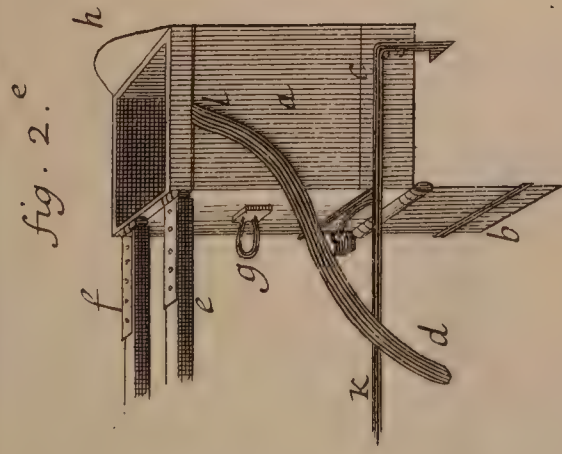
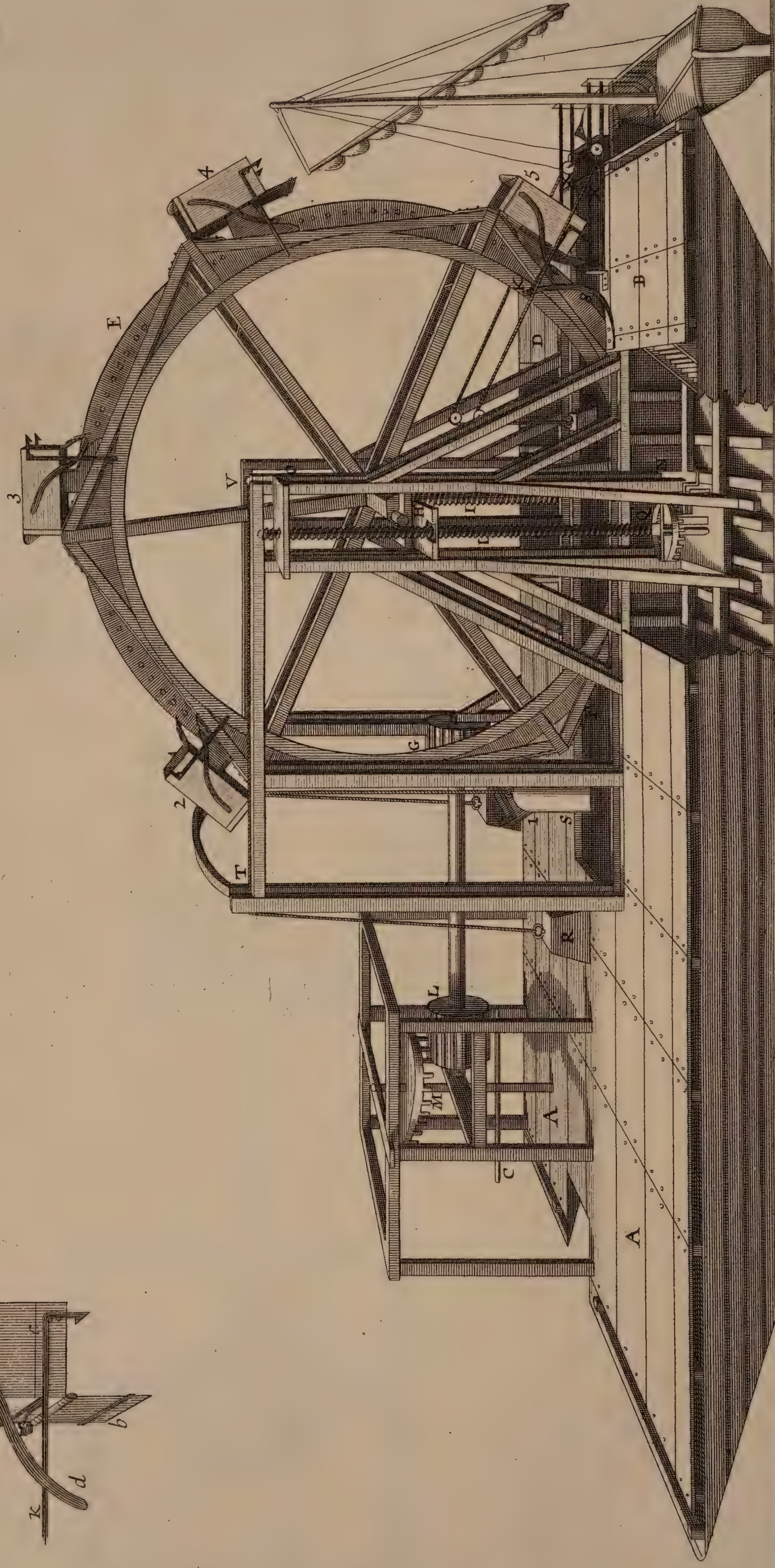


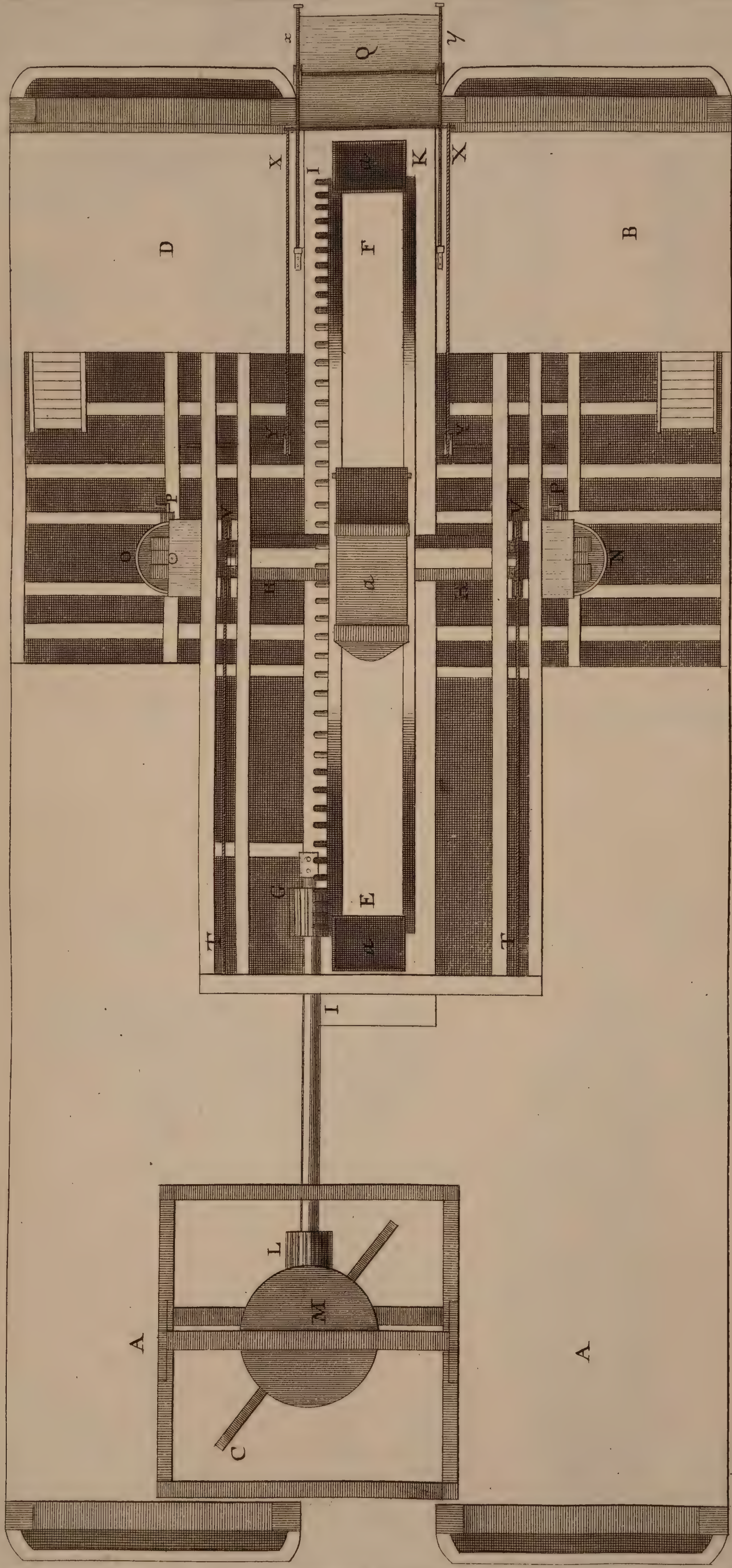
fig. 1.^{re}



N.^o 106.

Herisot Sculp.

fig. 3.^e

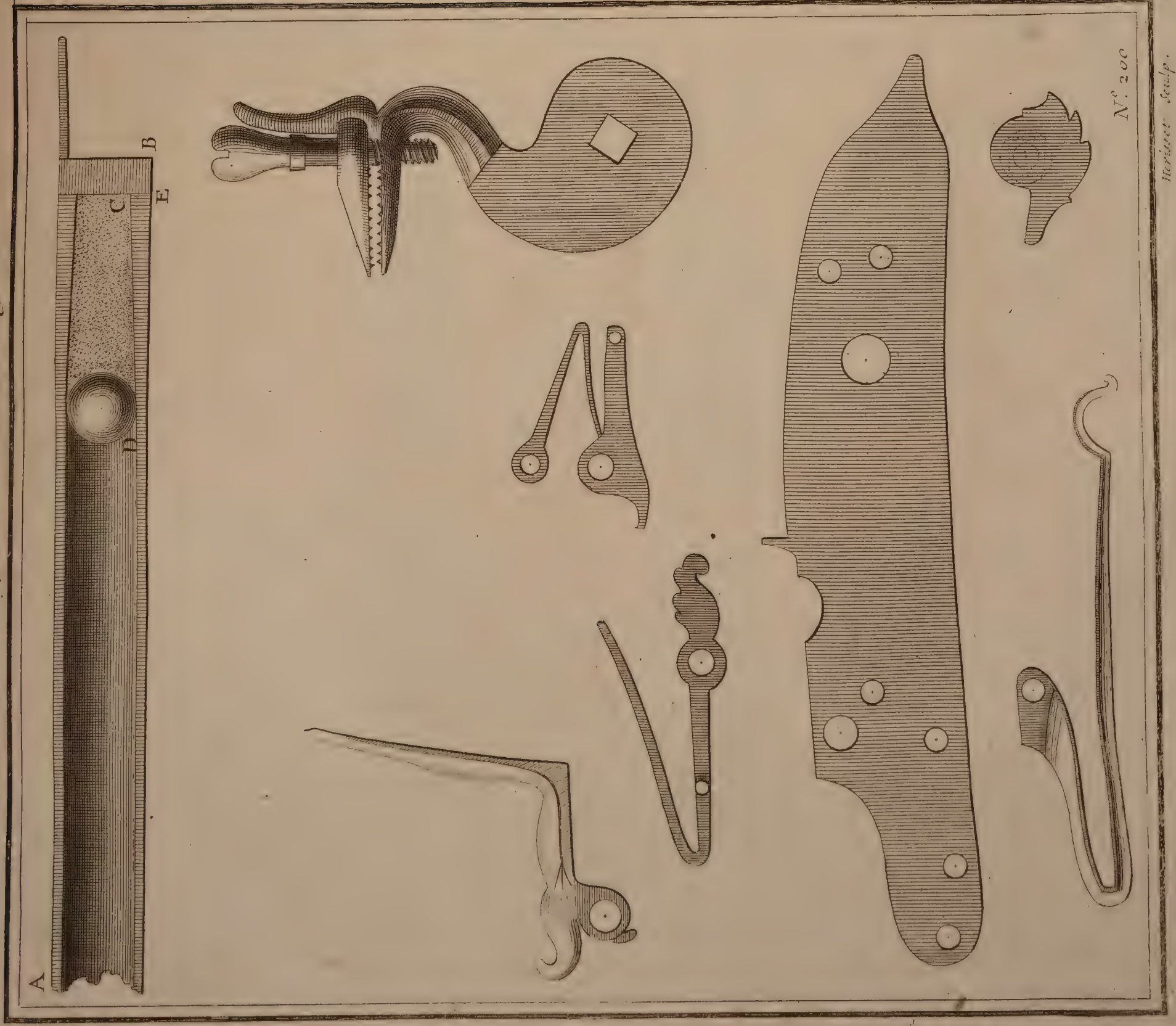


| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|--------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | pieds. |
|---|---|---|---|---|---|---|---|---|----|--------|

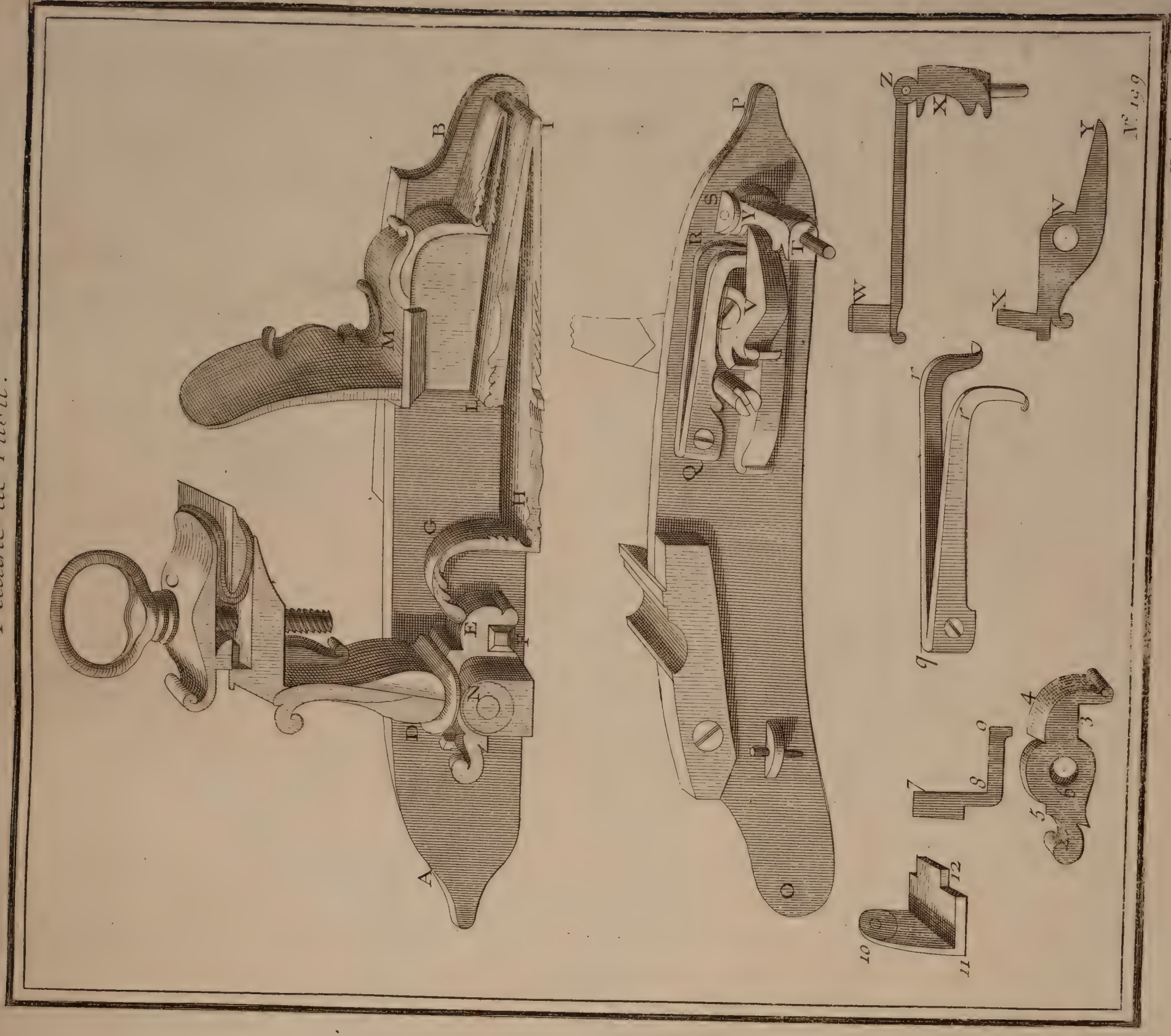
$N^{\circ} 197 = 198.$

Herisset Sculp.

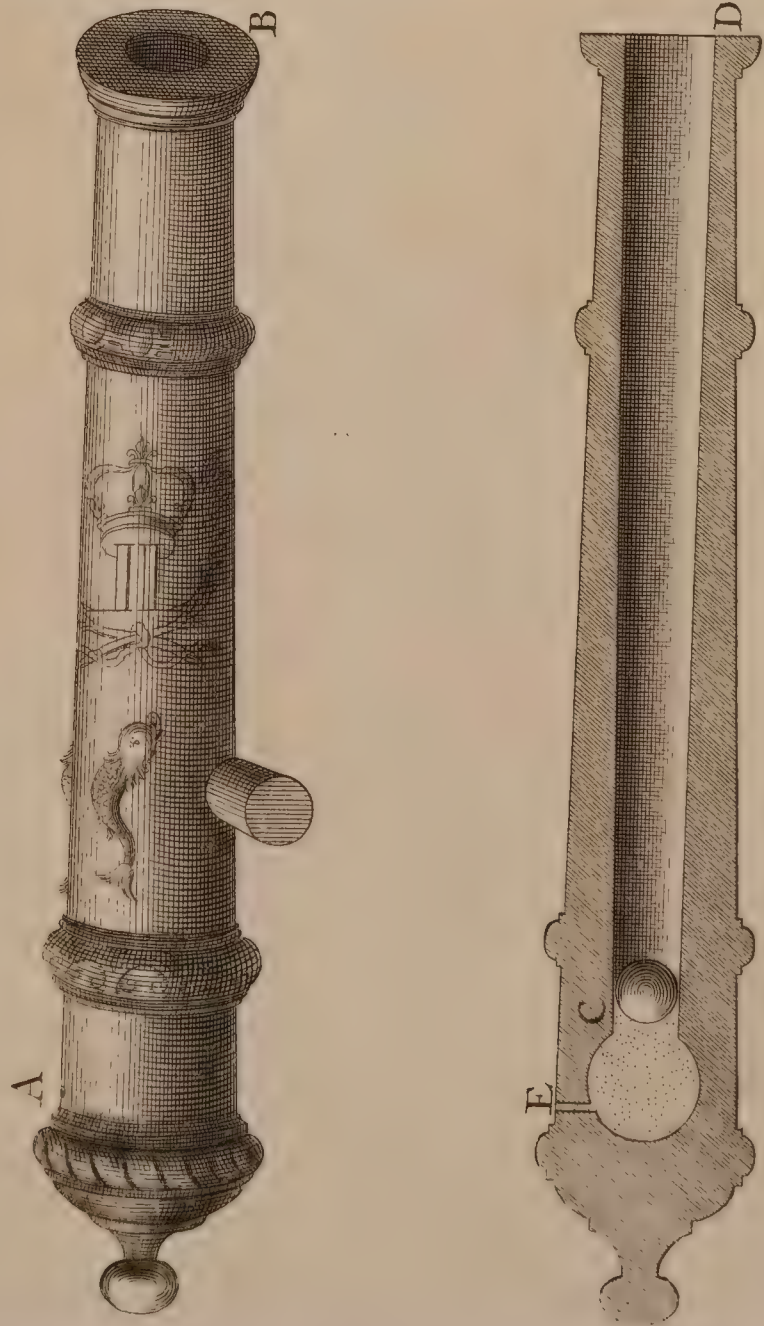
Invention pour les Armes à feu.



Platine de Fusil.



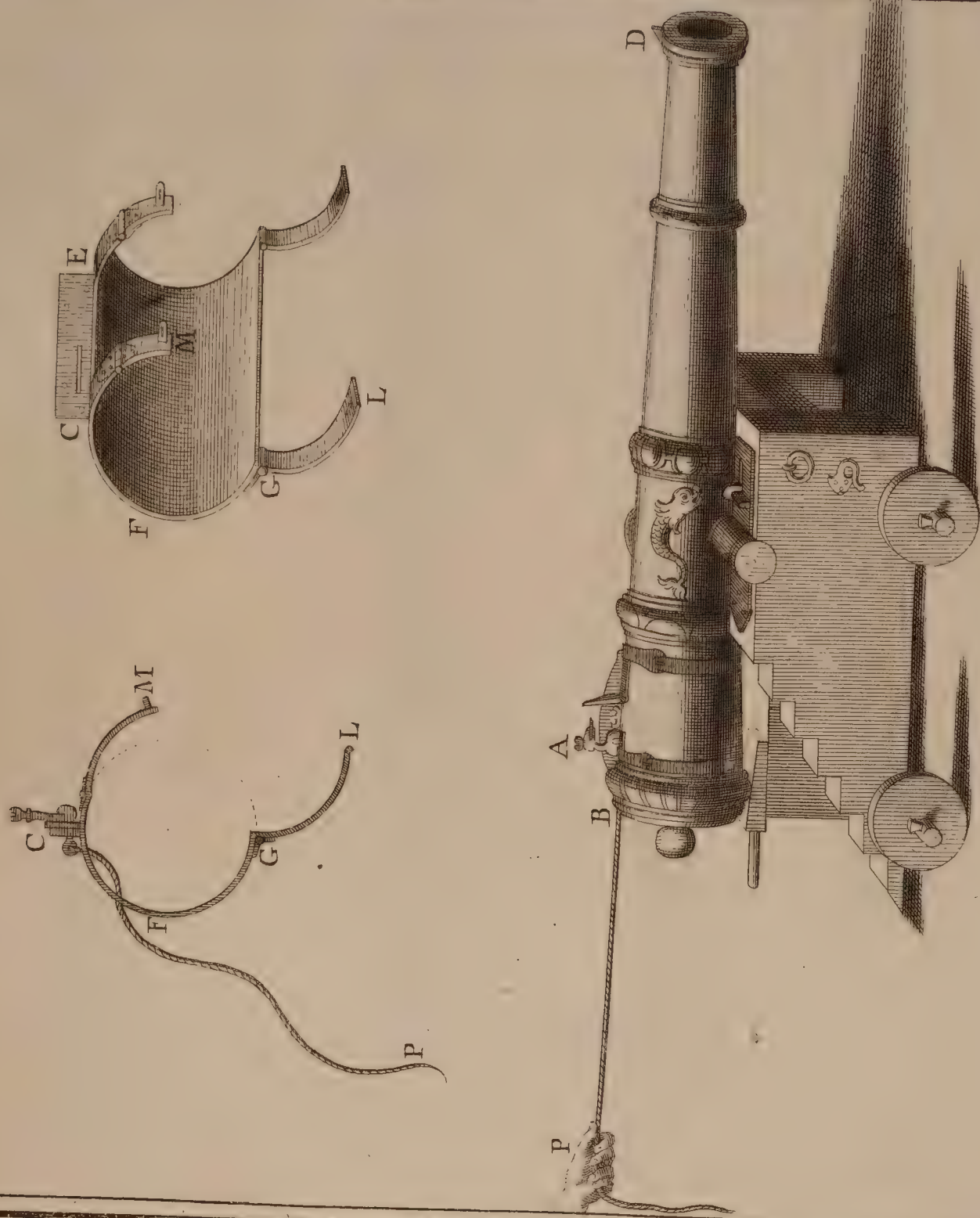
Canon a Chambre



N° 202.

Blondin sculp.

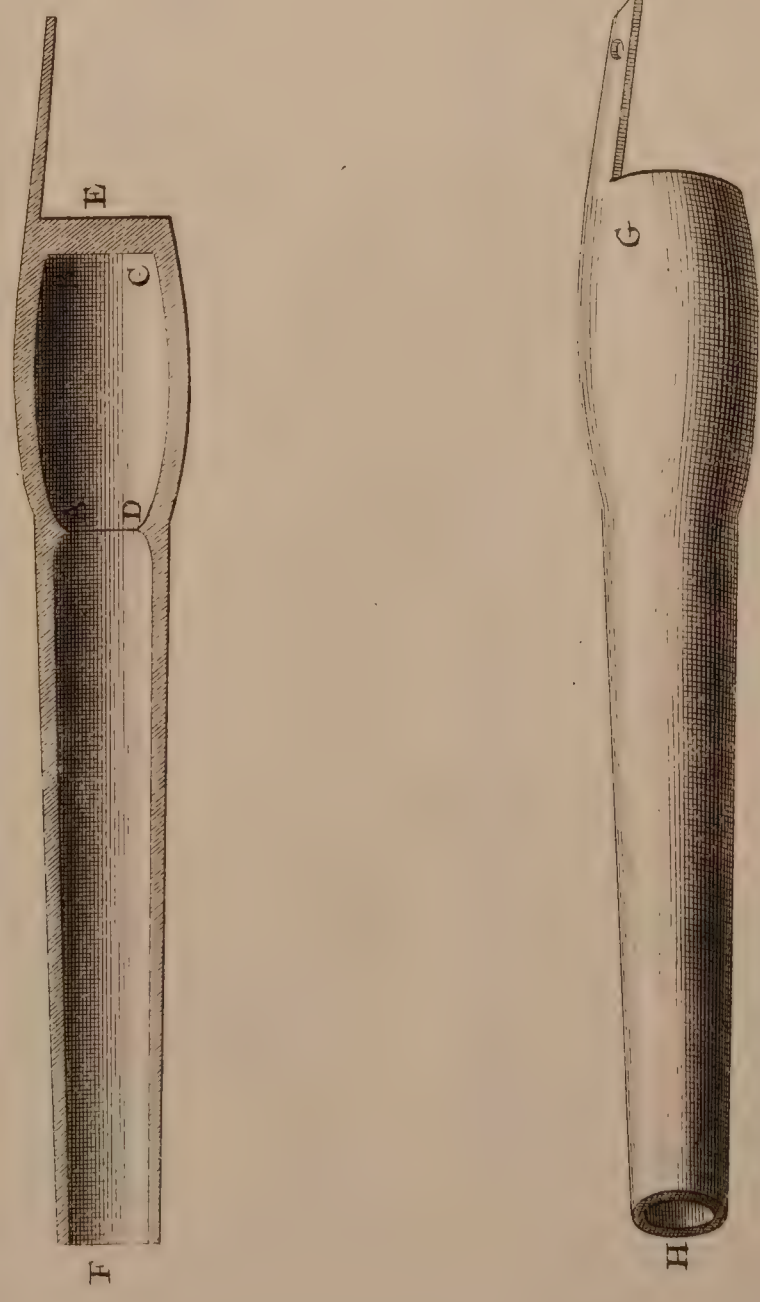
Maniere de mettre feu à une piece d'Artillerie.



N° 201.

Herissey sculp.

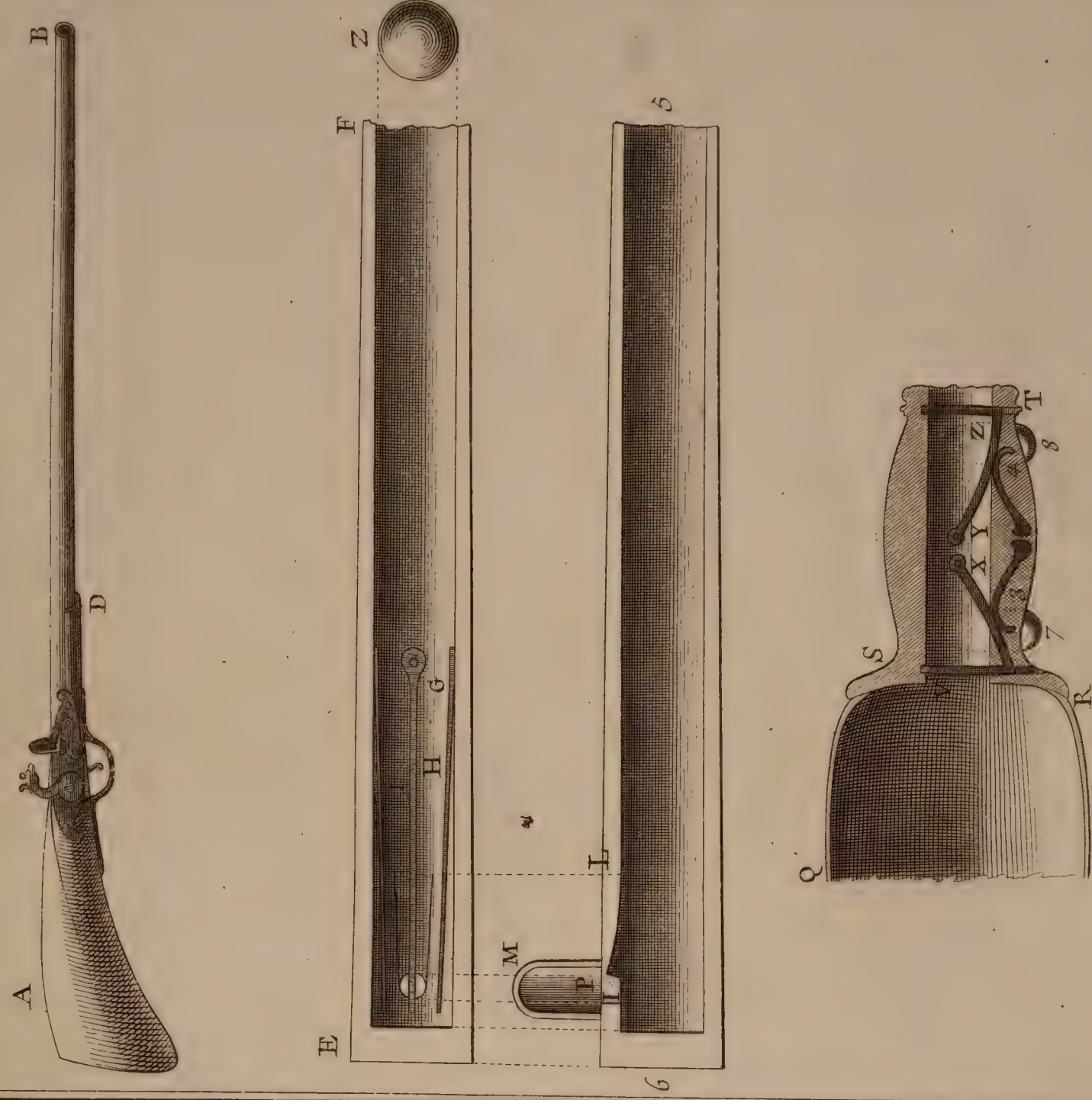
Canon de Fusil ou la balle se force par sa chute.



N^o 204.

Dheulland Sculp.

Fusil qui s'amorce de luy même et dans le quel la balle est forcée.

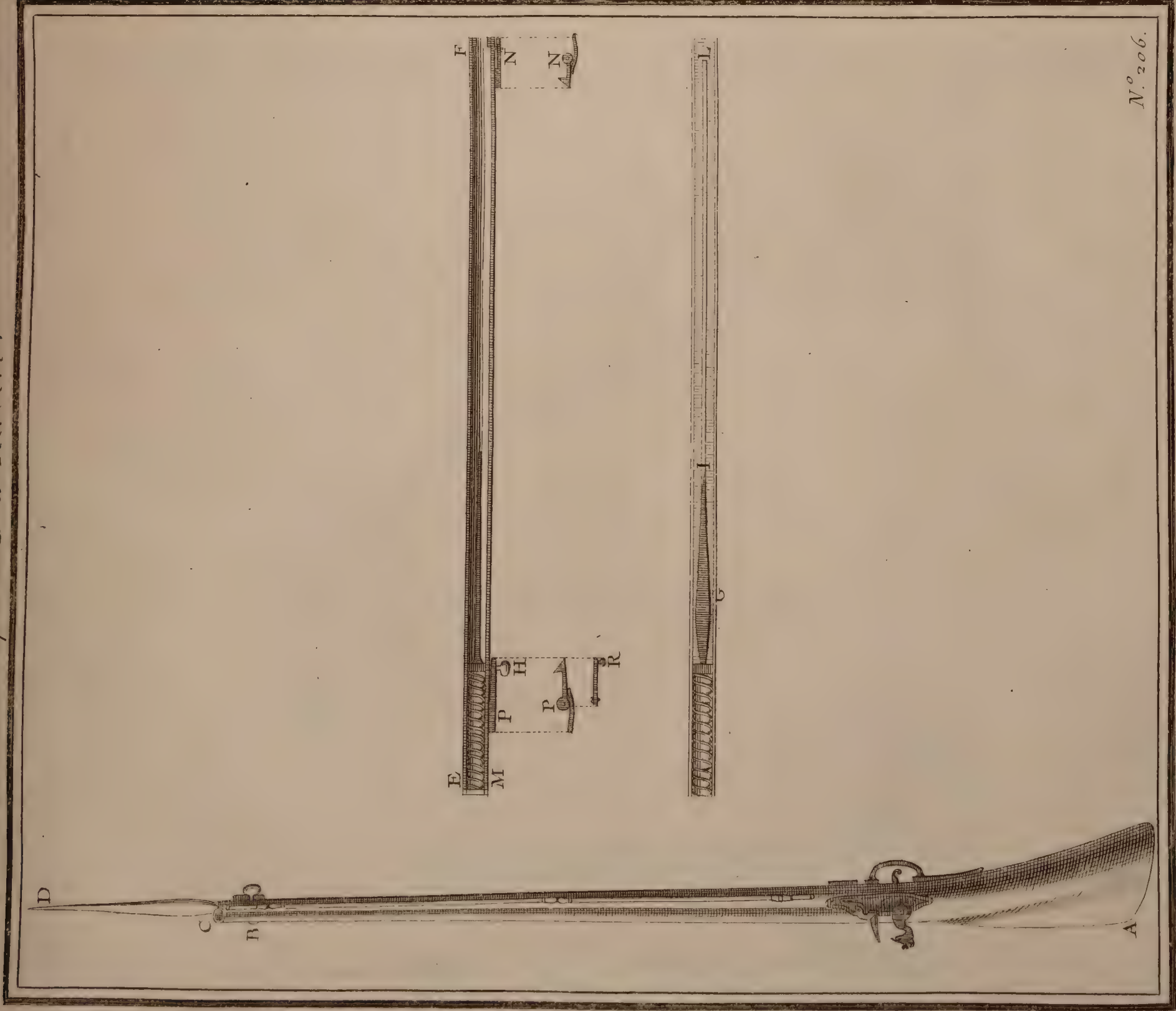


N^o 203

Dheulland Sculp.



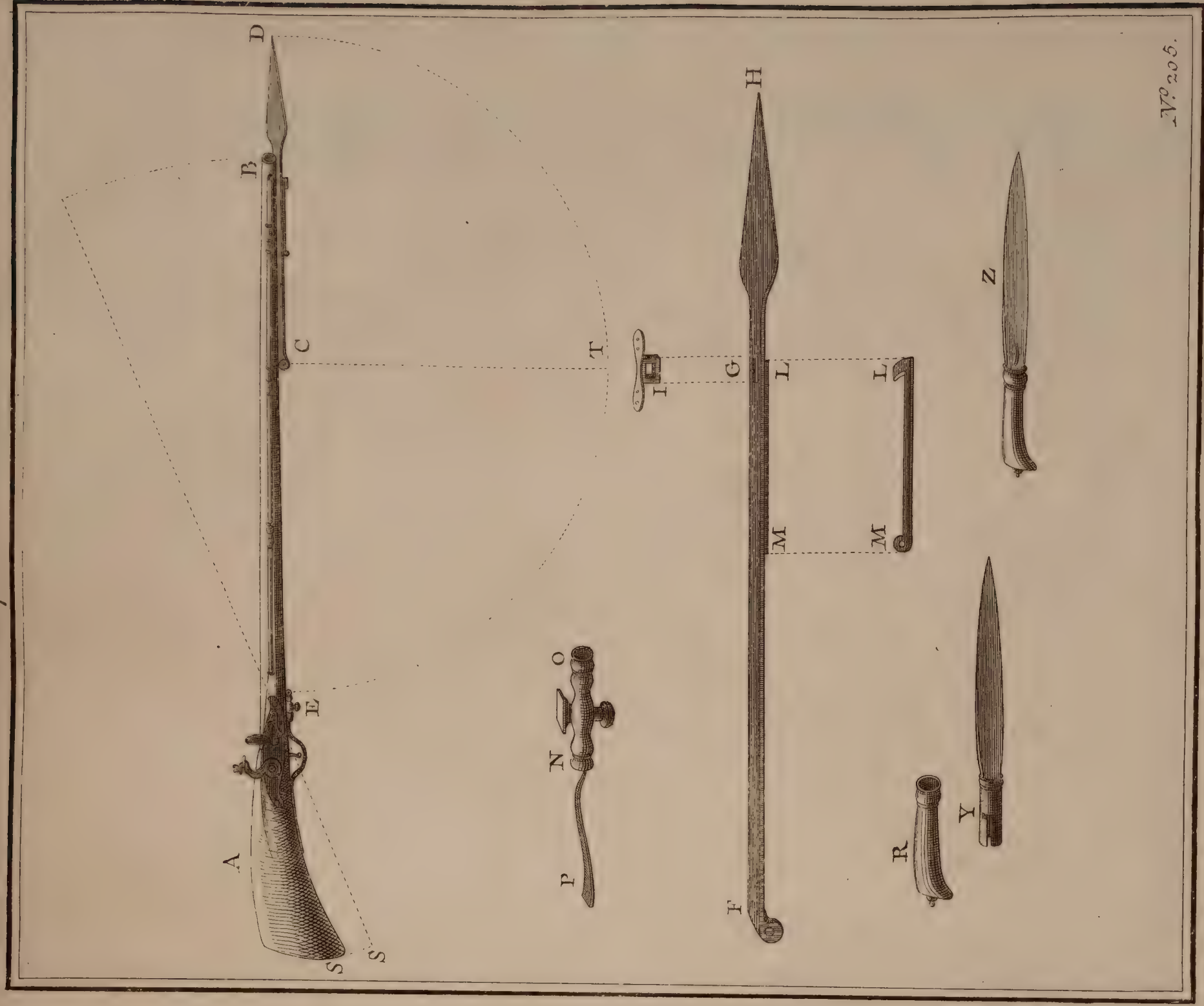
Bayonnette à Ressort.



N° 206.

Herriot-Sculp.

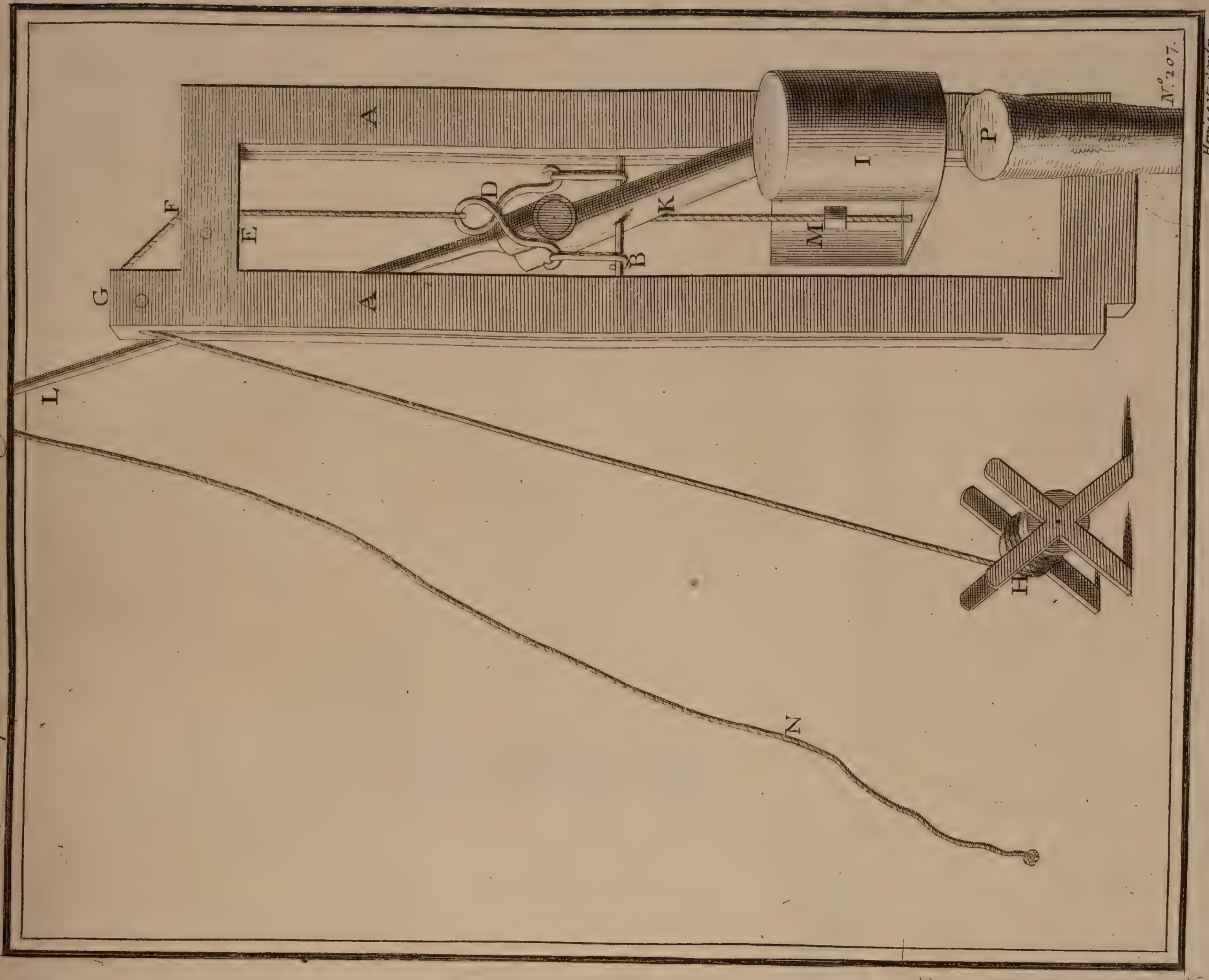
Bayonnette à Ressort.



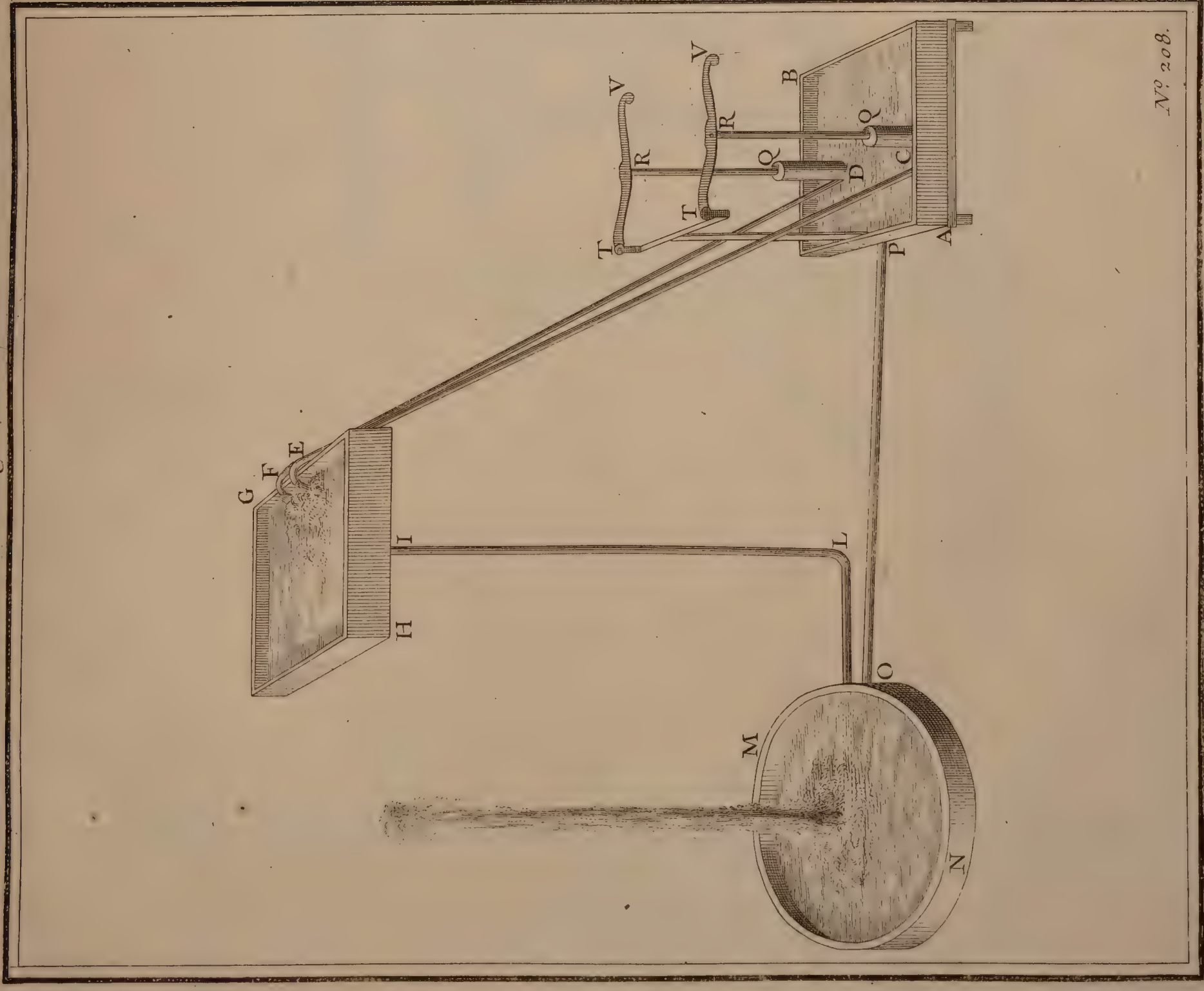
N° 205.

Dixalland Sculp.

Machine pour battre des Eguilles dans l'Eau.



Fontaine Artificielle.



Machine pour attirer des Fardeaux.

Fig. 1^{re}.

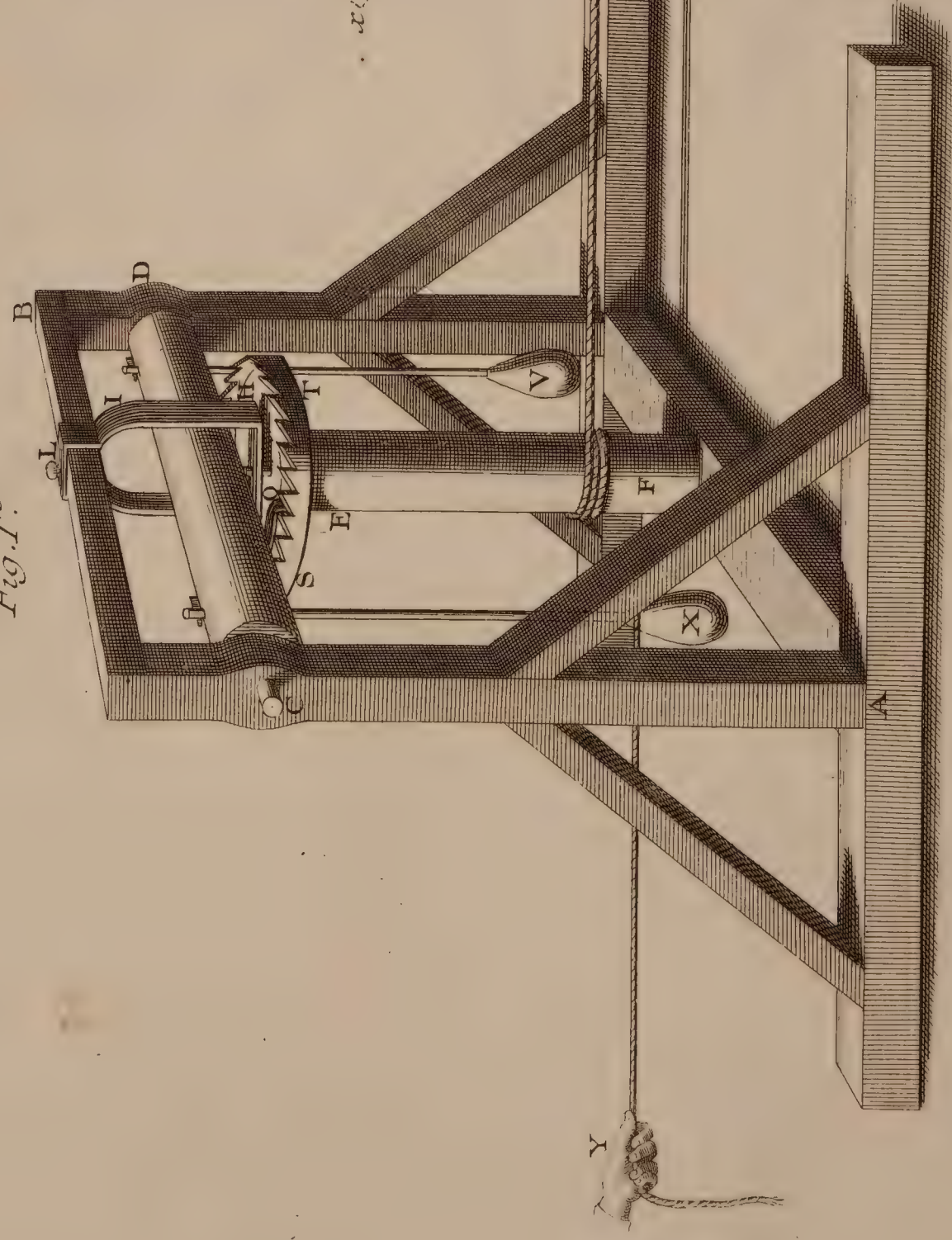
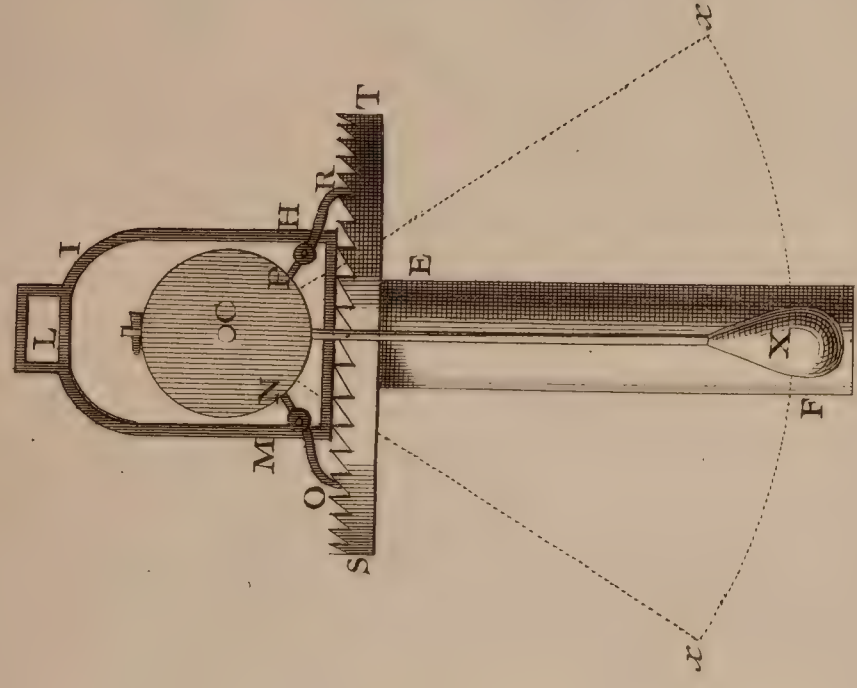


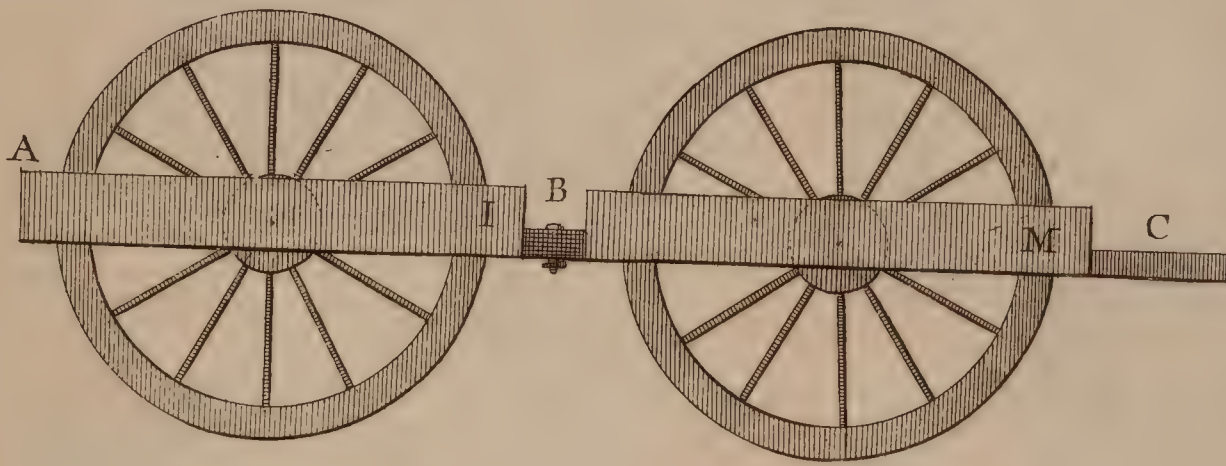
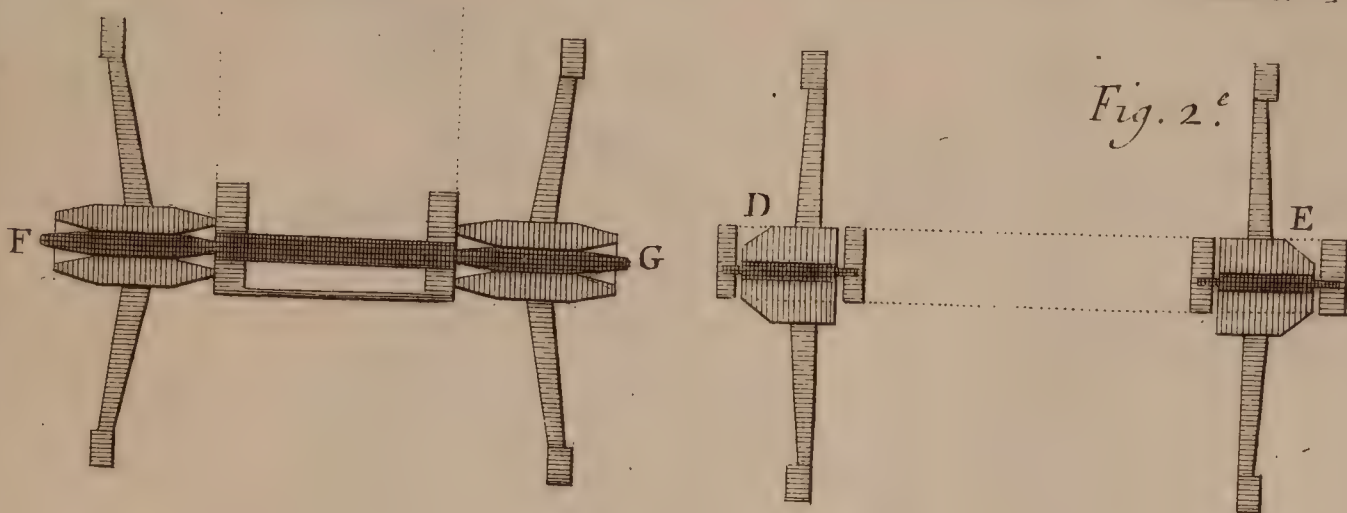
Fig. 2.



Chariot brisé.

Planche 1.^{re}

Fig. 2.^e



Echelle de 6. Pieds.

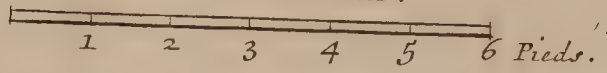
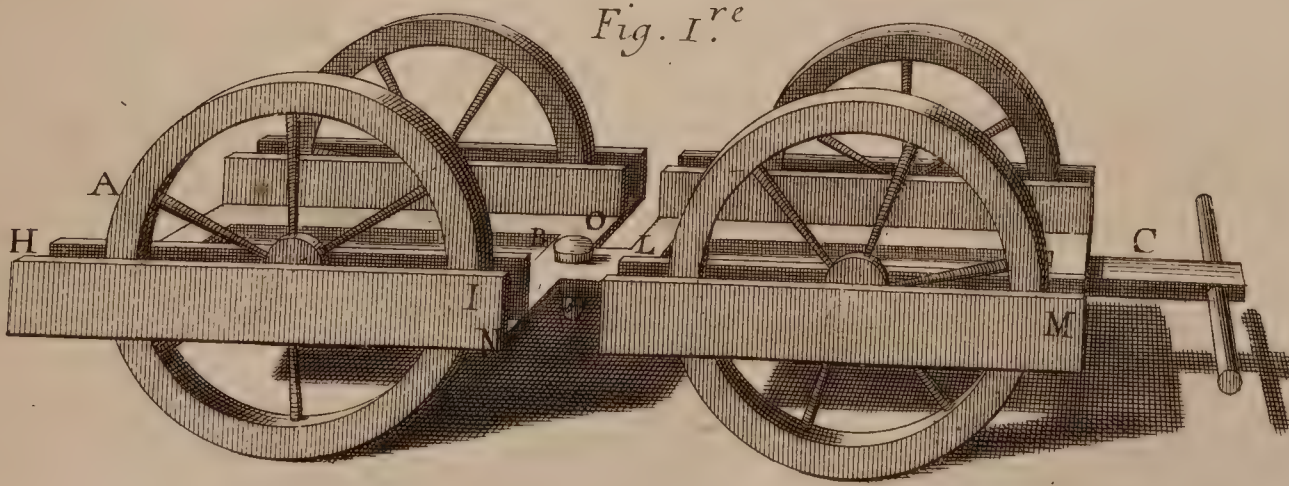
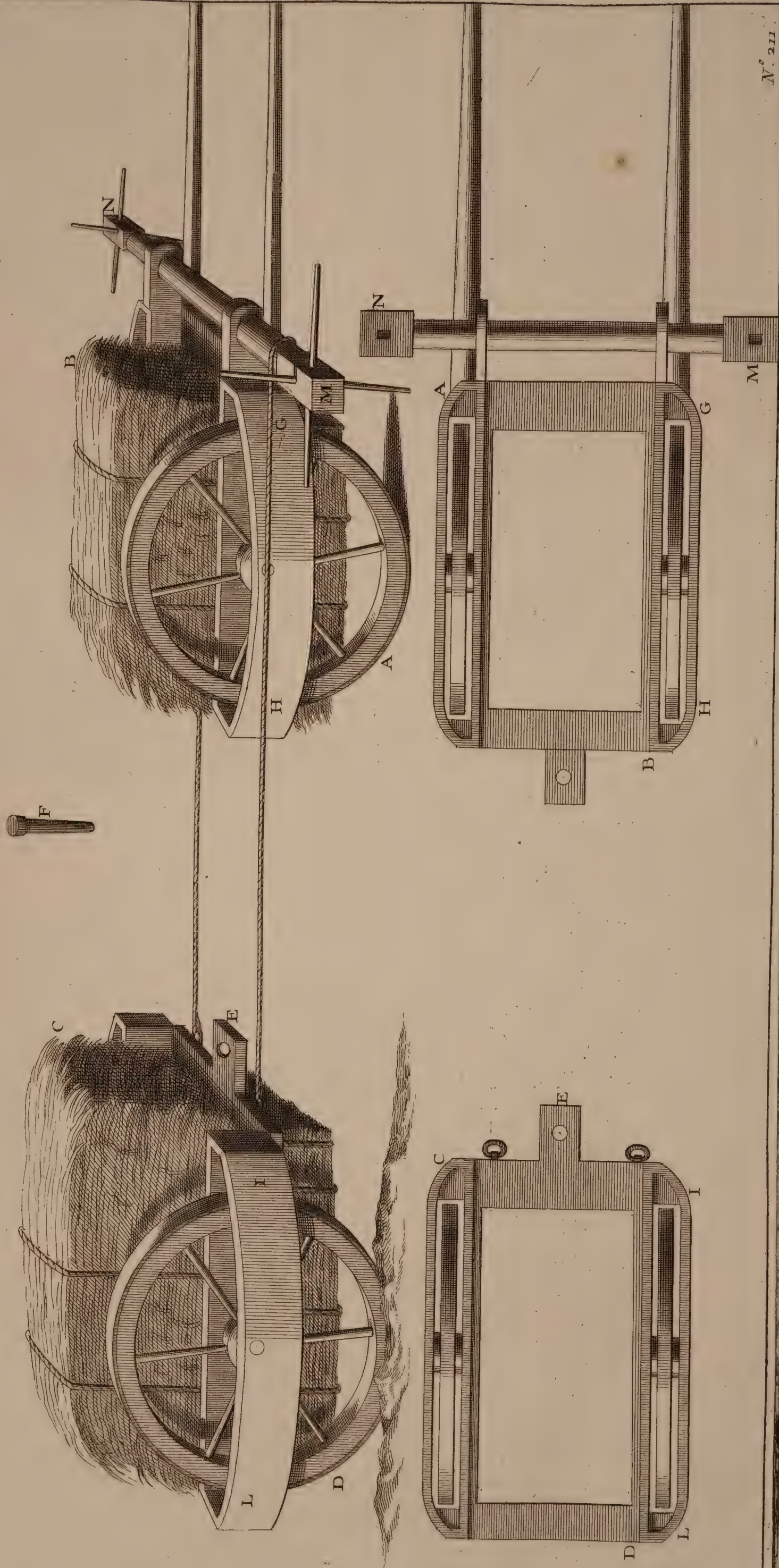


Fig. 1.^{re}

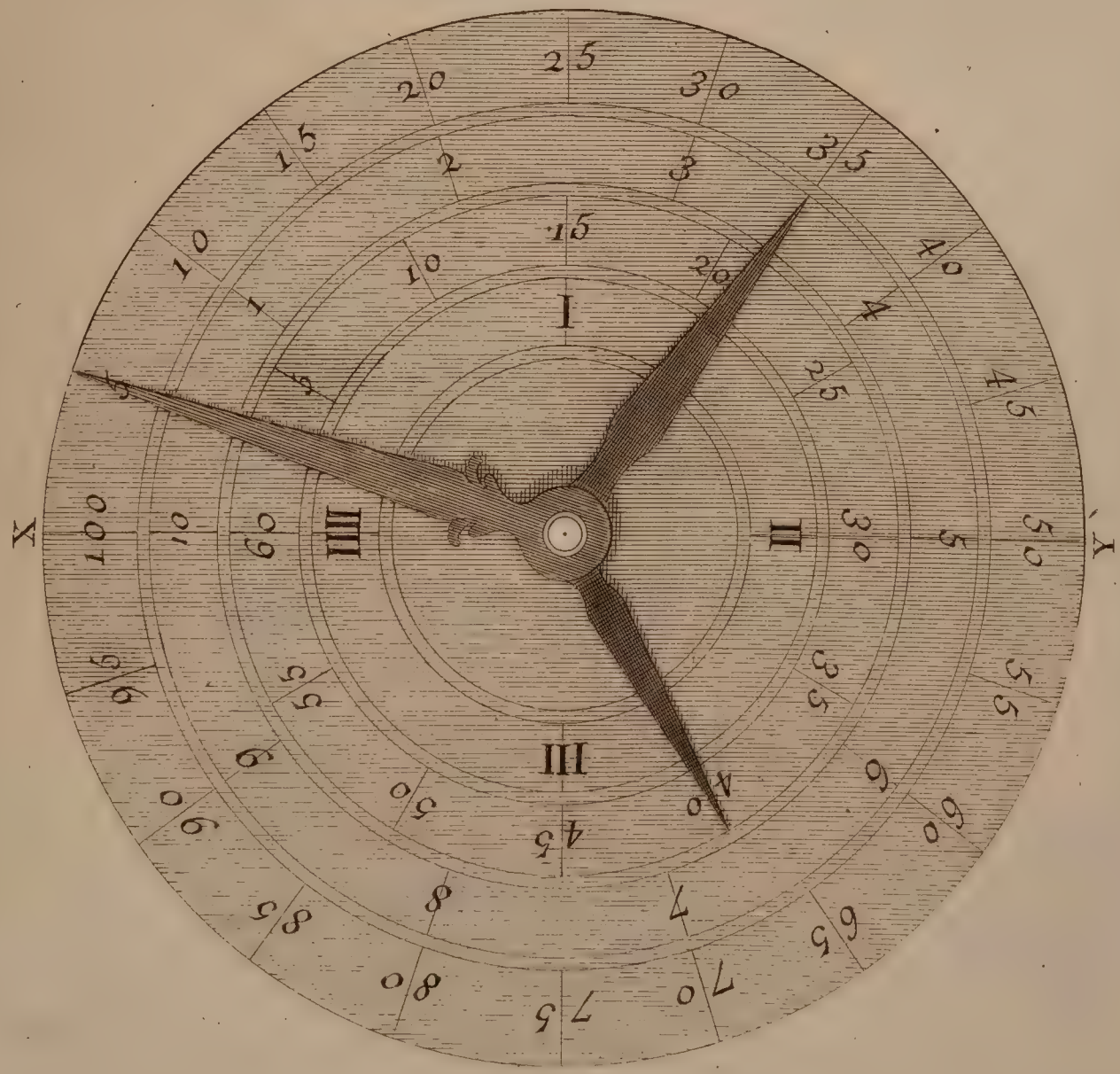


N^o 210.

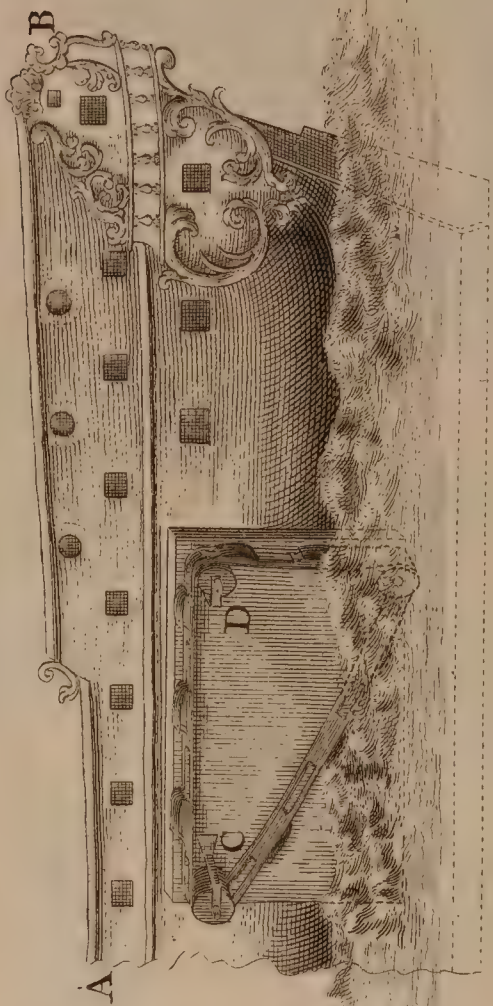
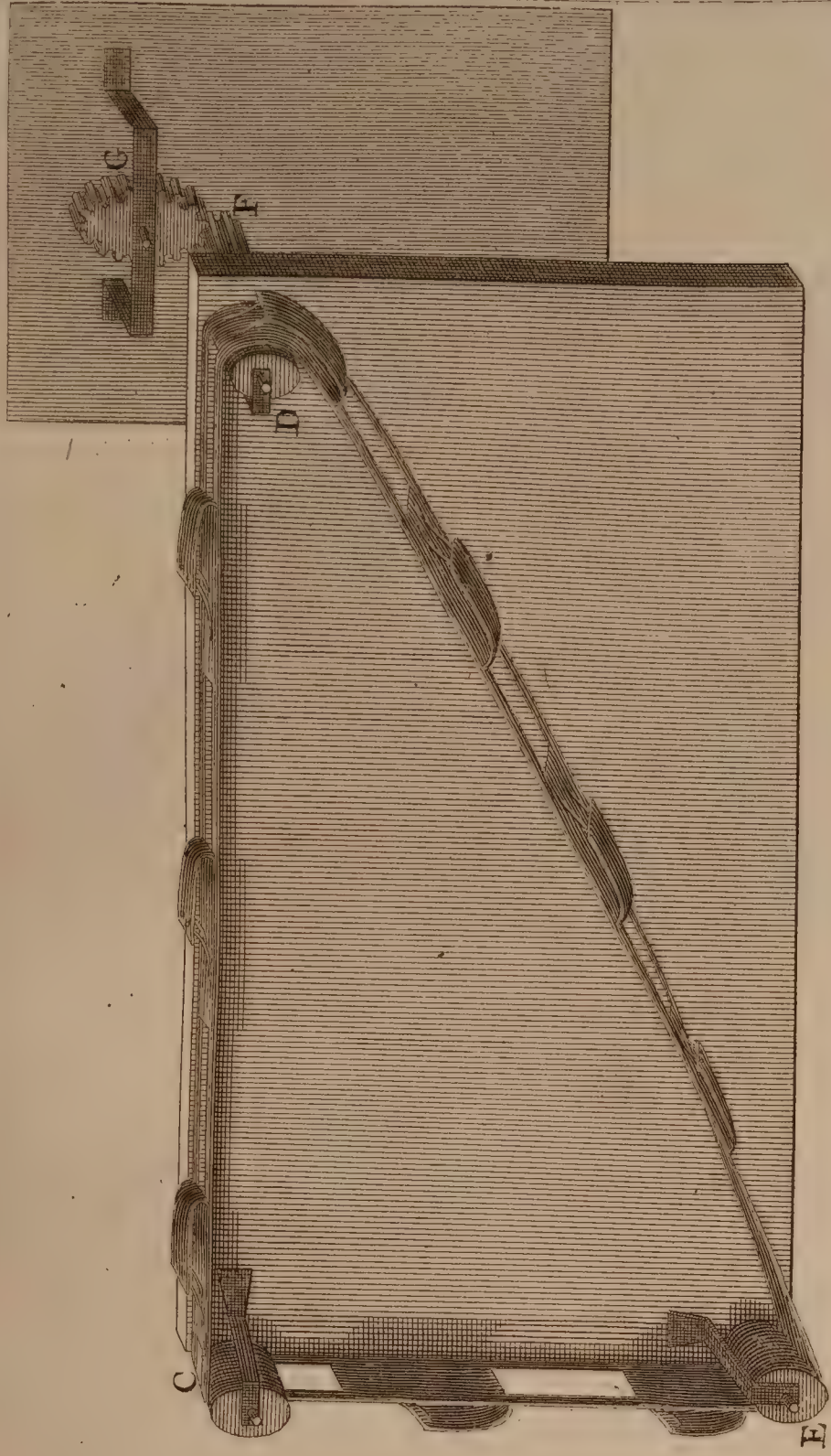
Herissey Sculp.



Horloge pour mesurer le chemin d'un Vaisseau



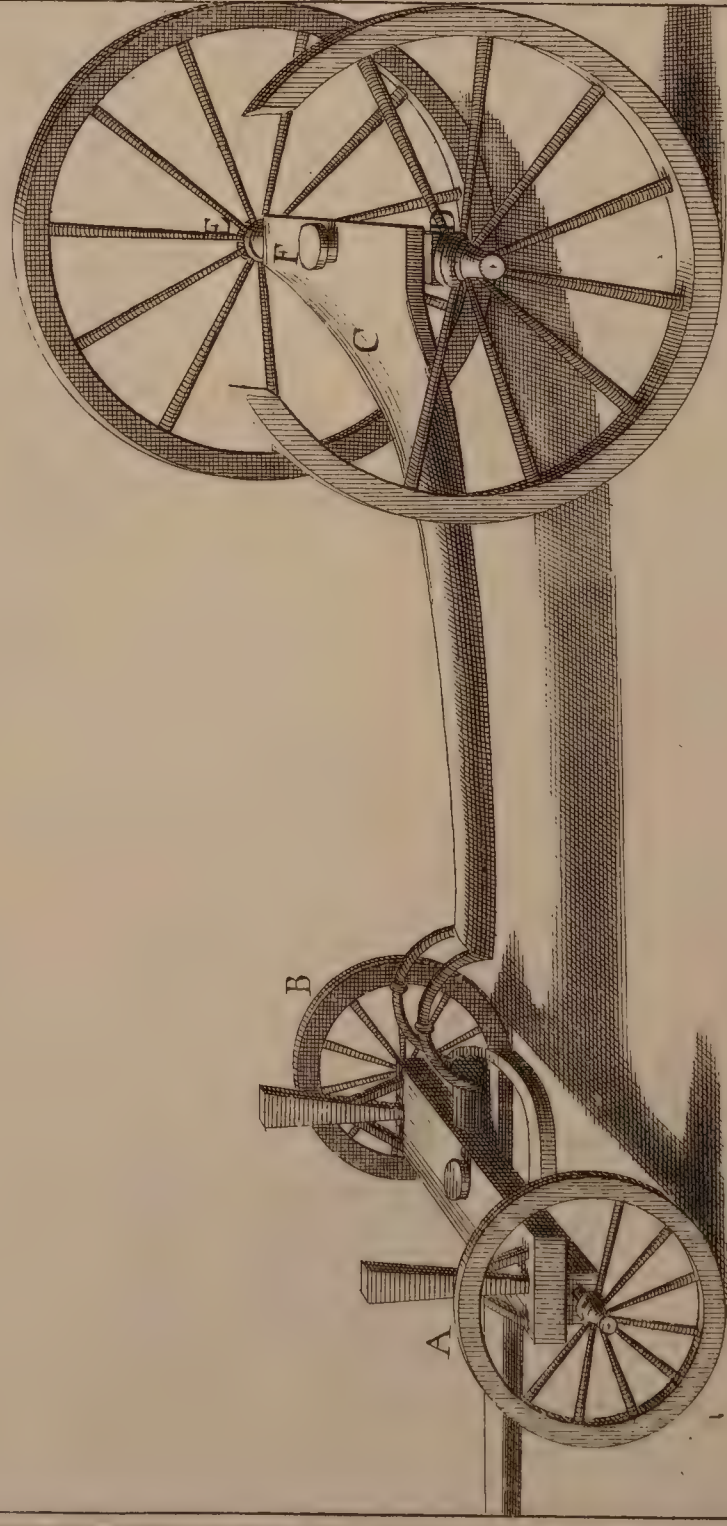
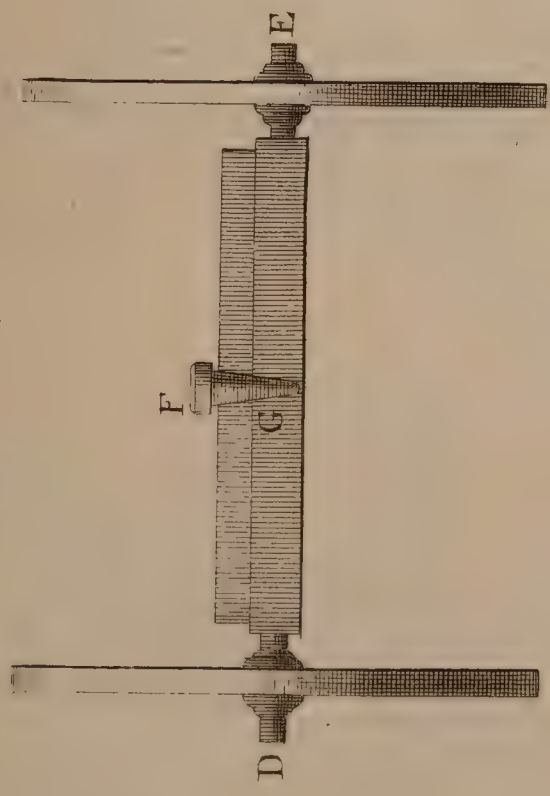
Planché I^{re}



N^o 212.

Dieuland Sculp

Carosse qui ne doit point verser.

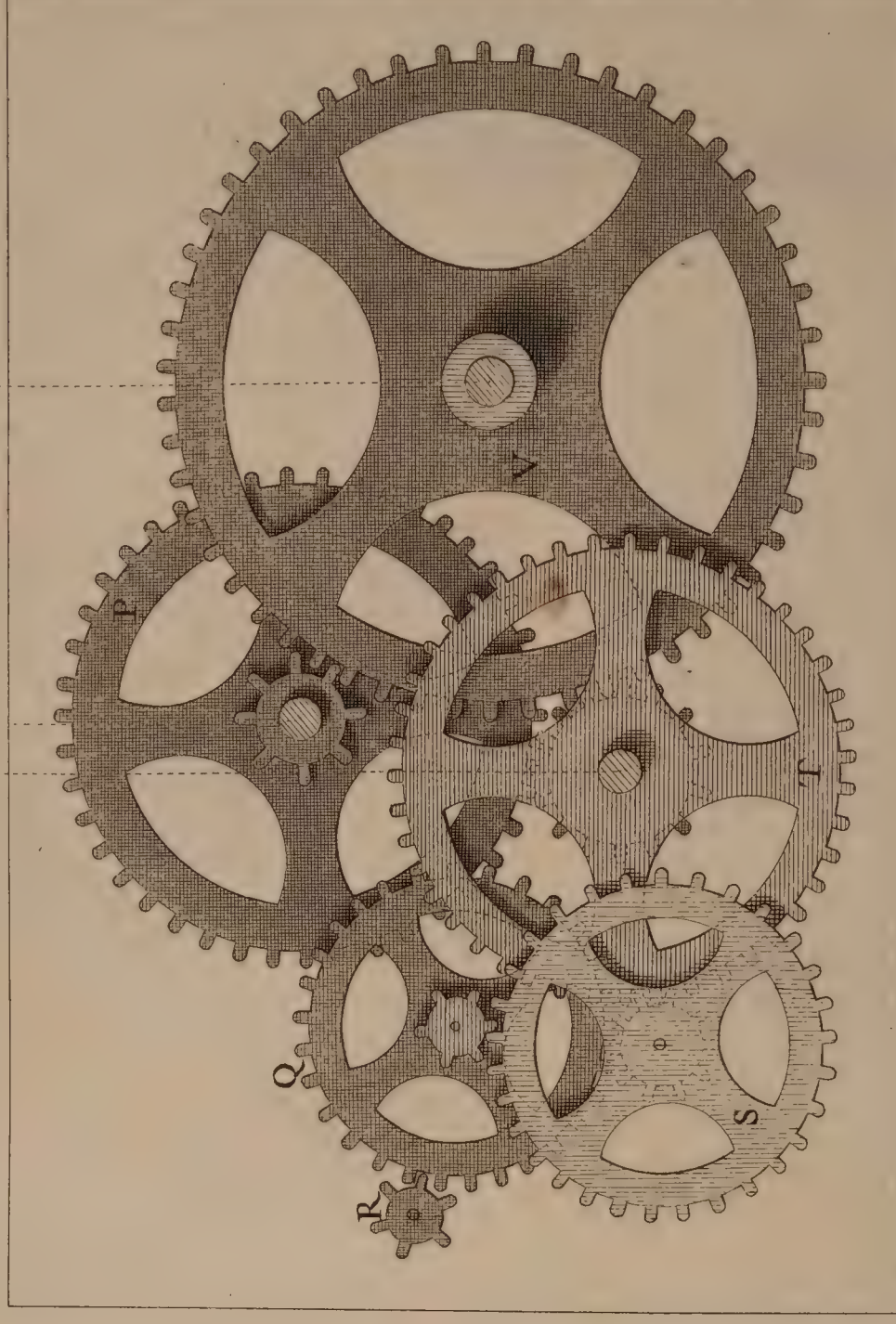
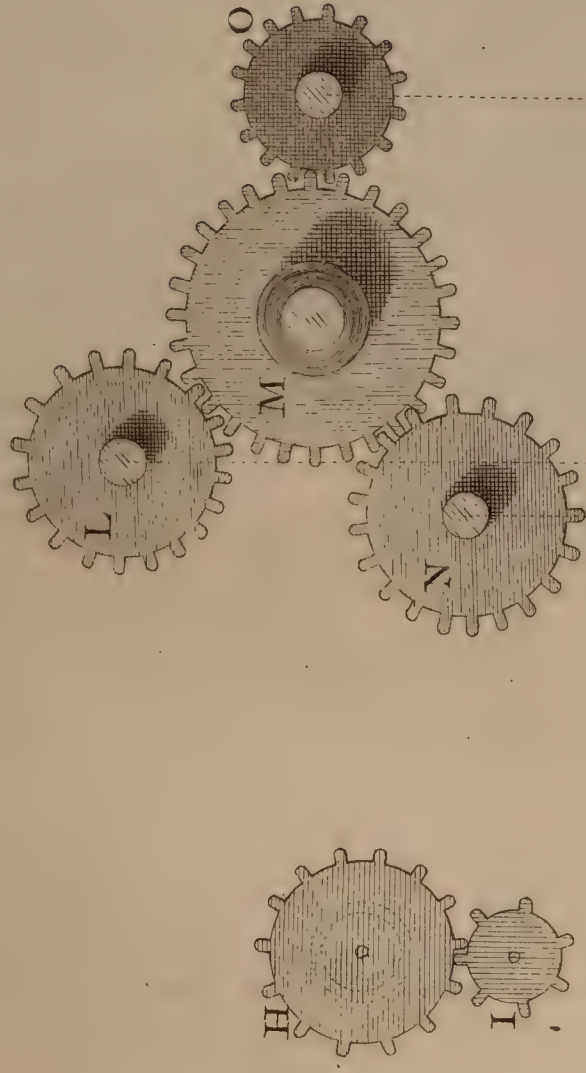


N^o 214.

Hervéet Sculp.

Développement de l'horloge.

Plaque 2^e.



N^o 213.

Drouillard Sculp.

Fig. 4.^e

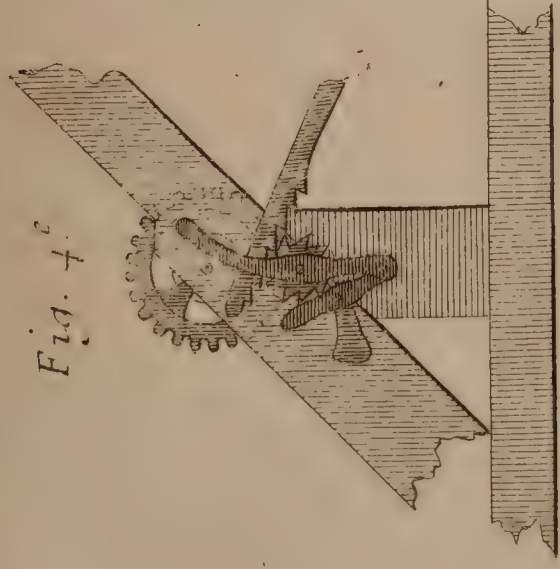


Fig. 2.^e

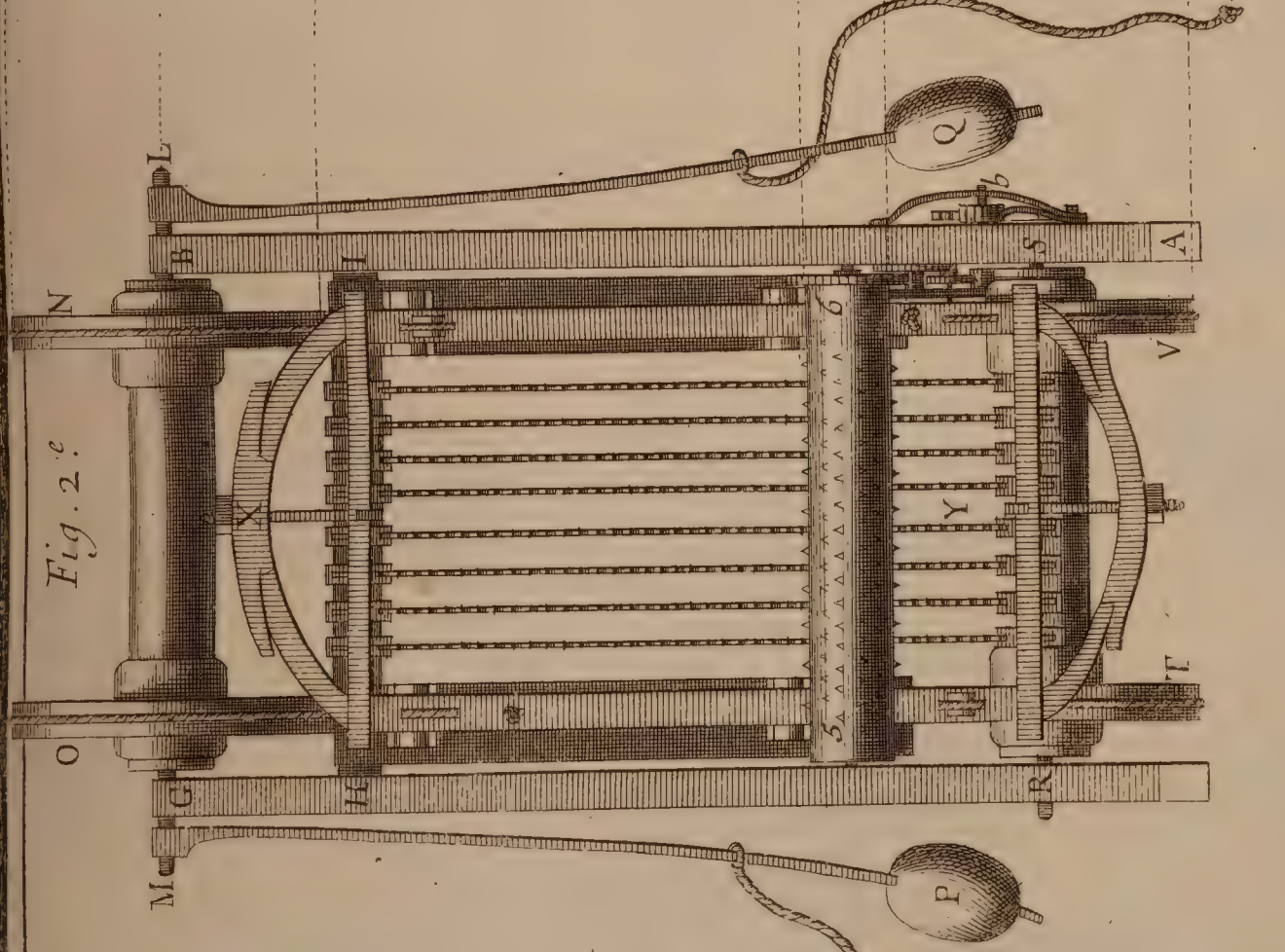


Fig. 1.^{re}

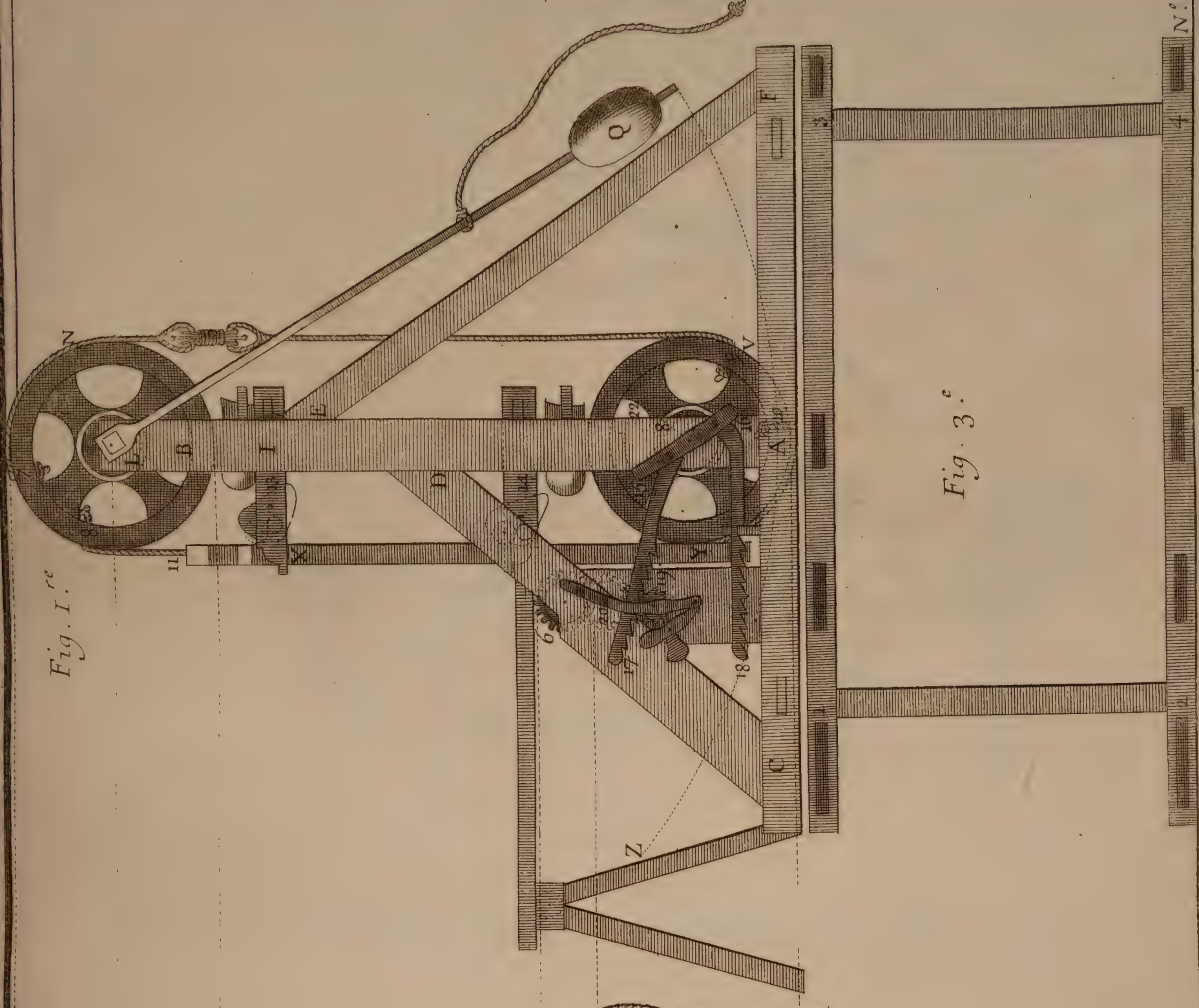
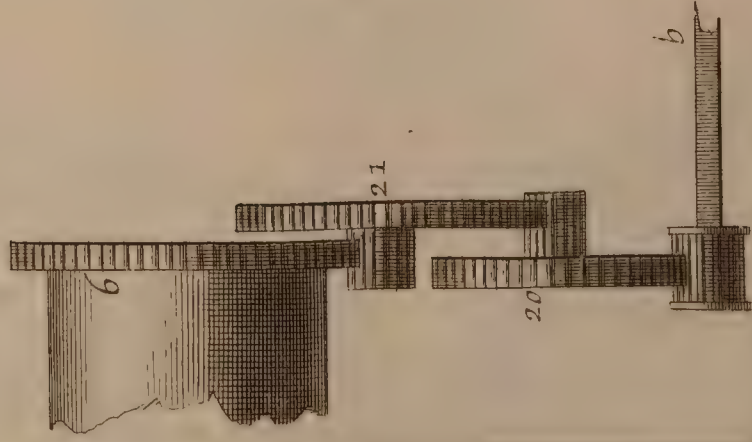


Fig. 3.^e

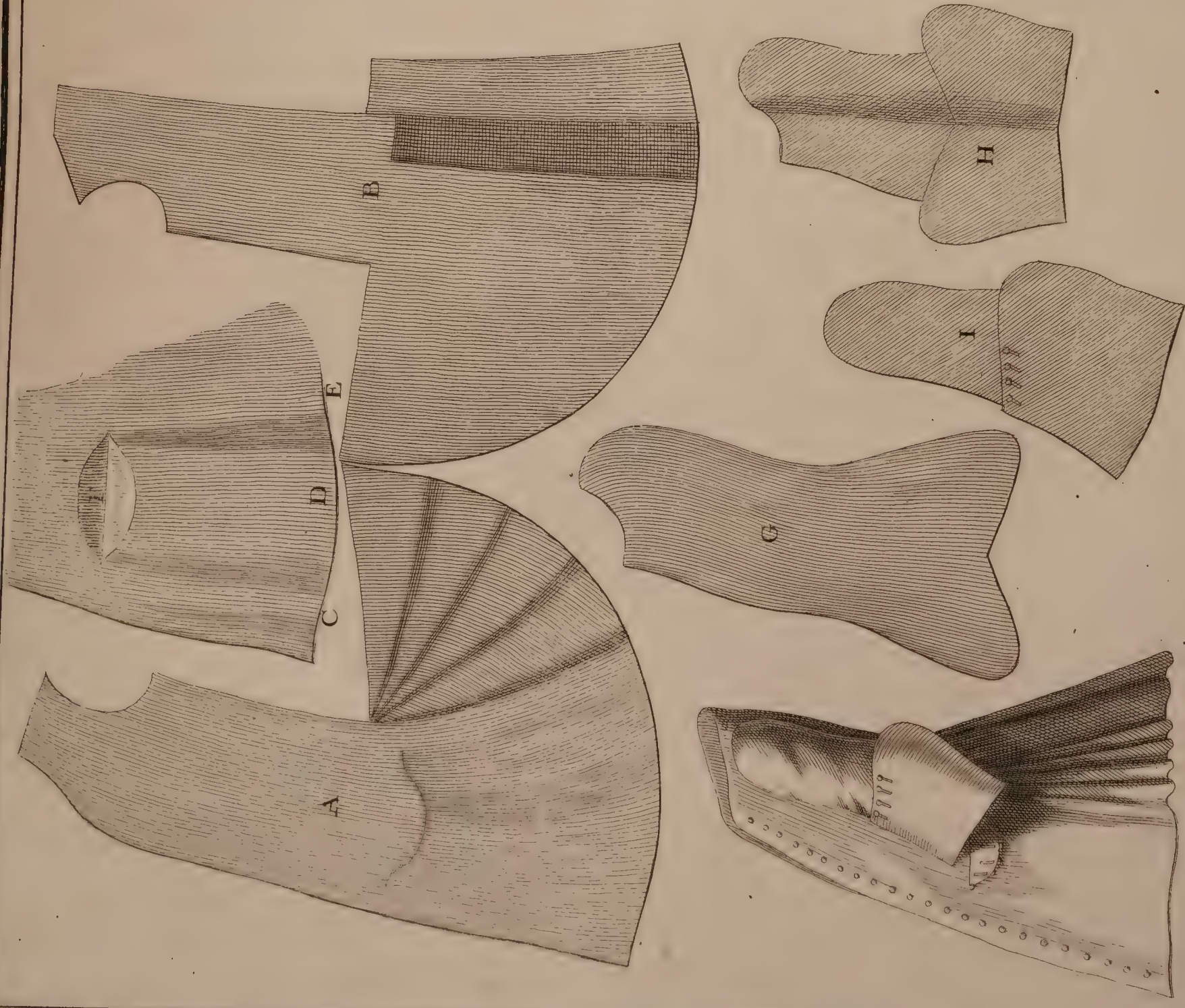
Fig. 5.^e



Echelle d'une Toise.



Justaucorps fait de six pieces.

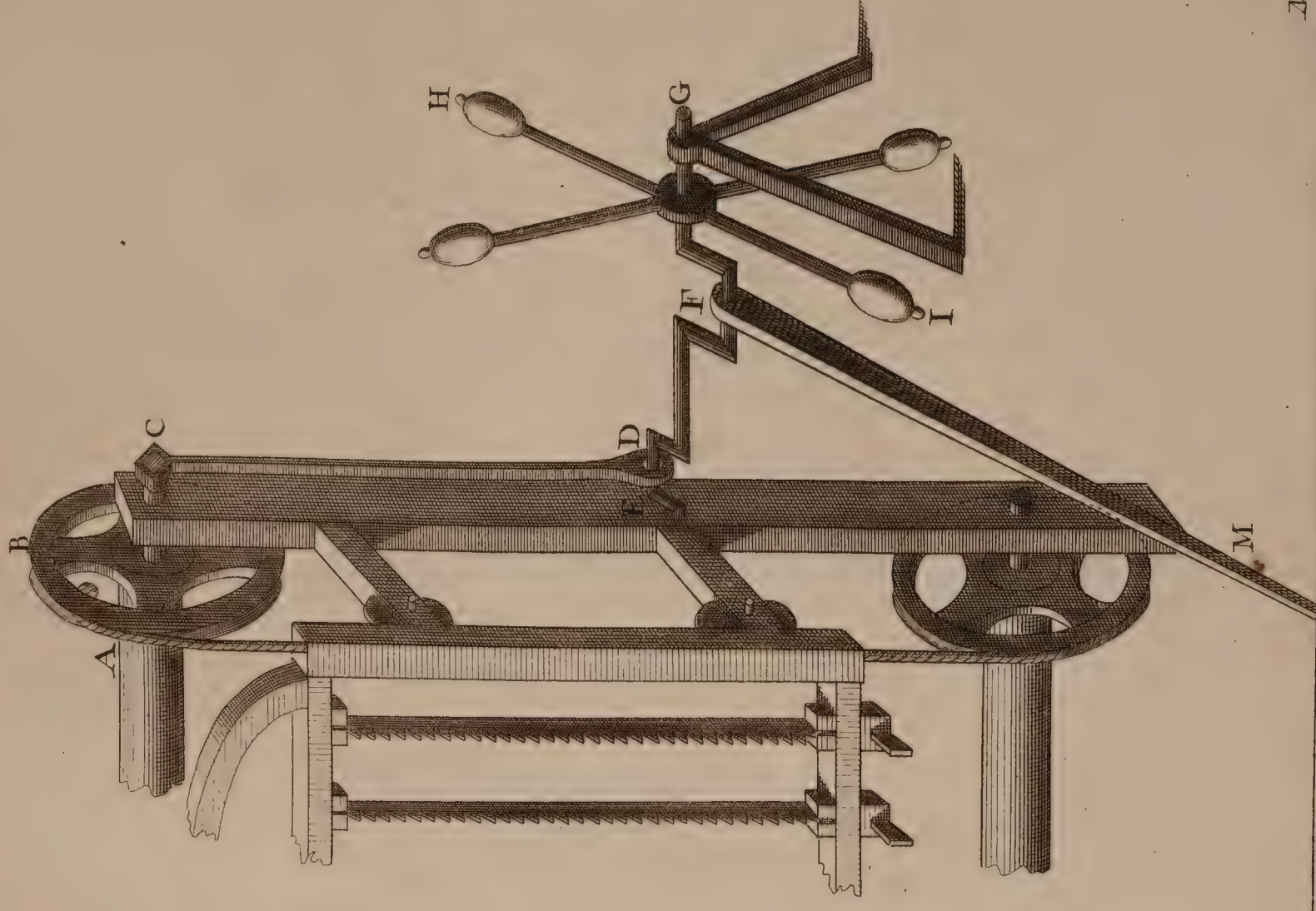


N^o 217.

Addition a la machine pour scier des Planches

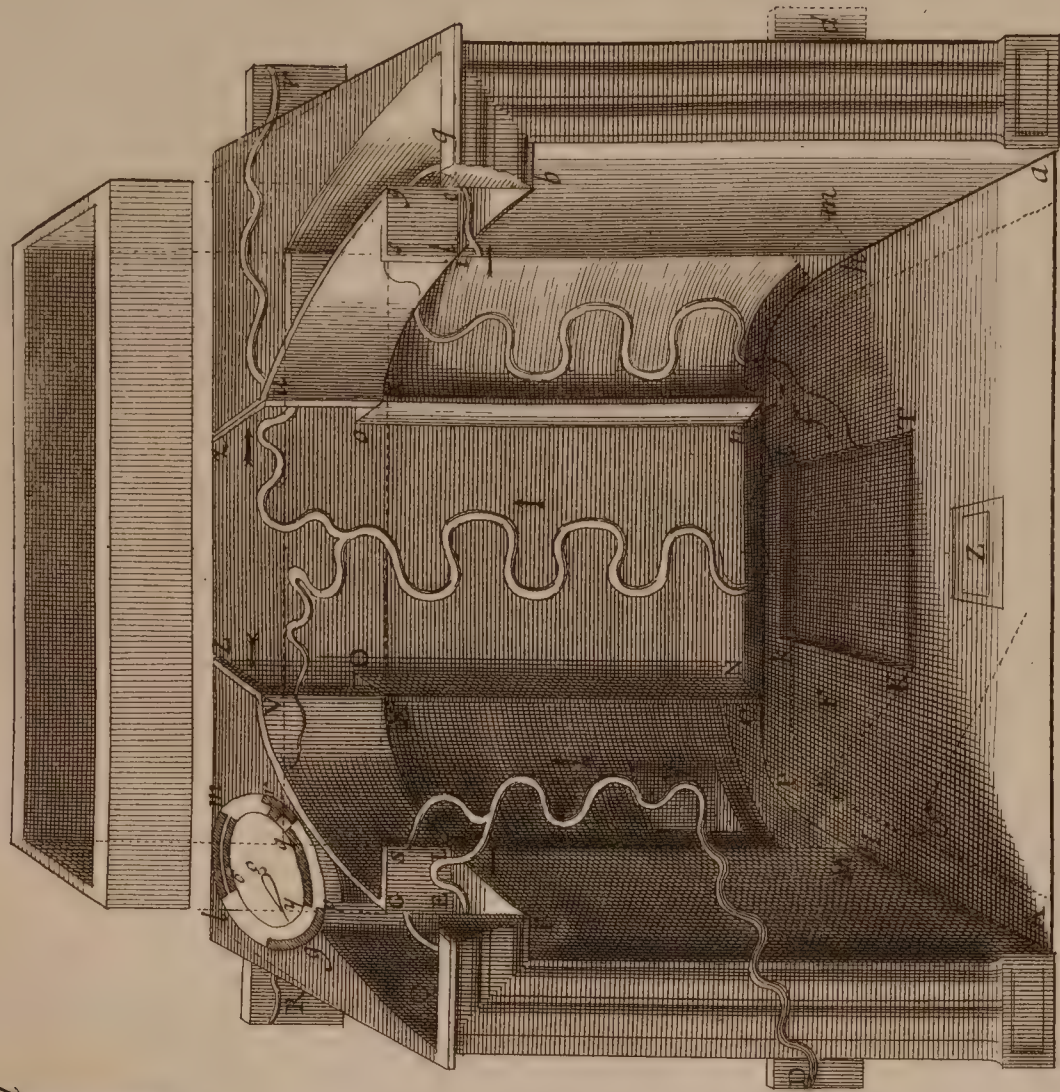
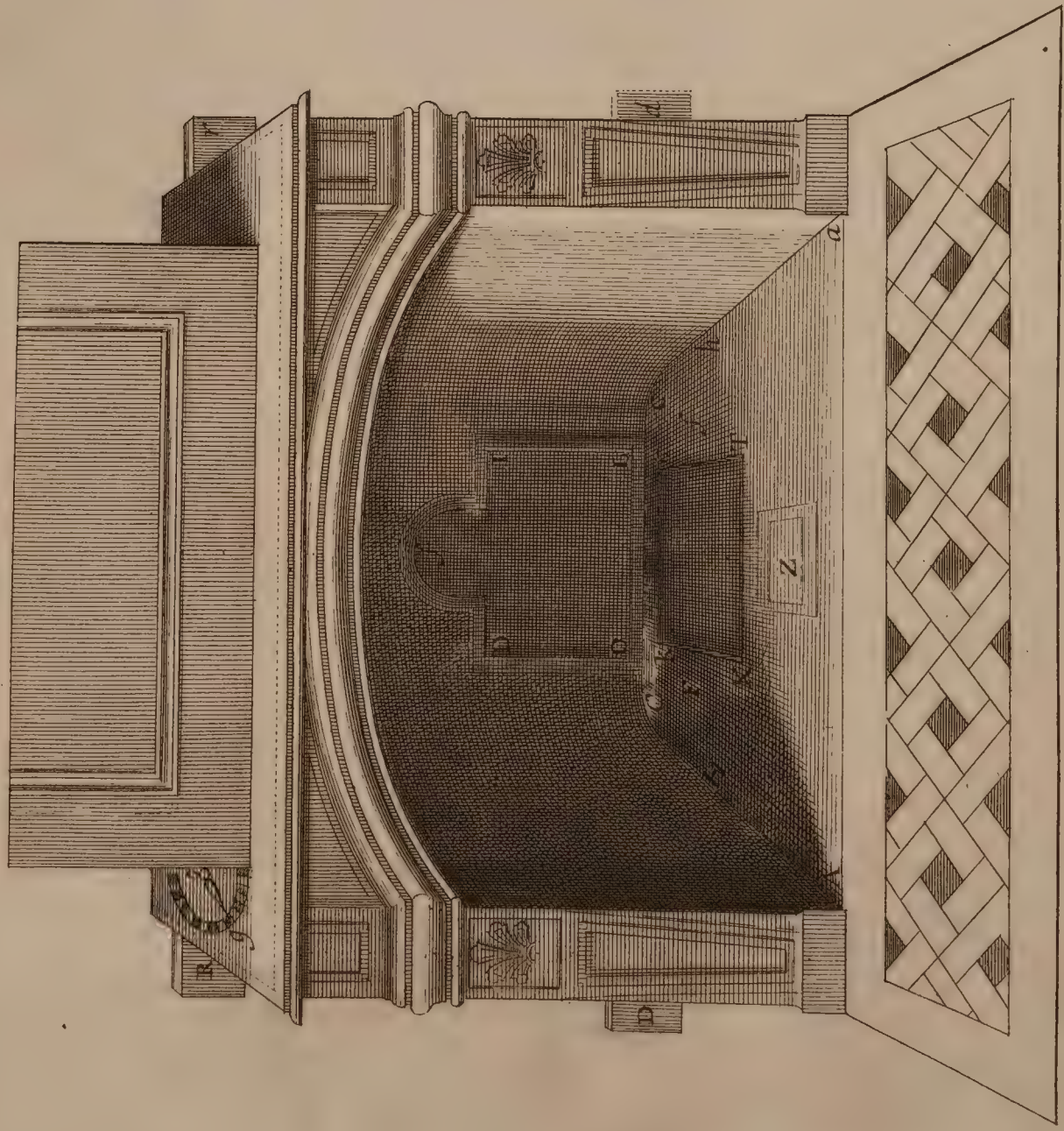
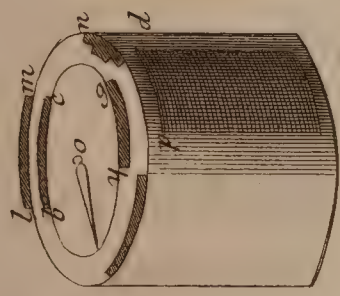
Planche 2

Fig. 6.



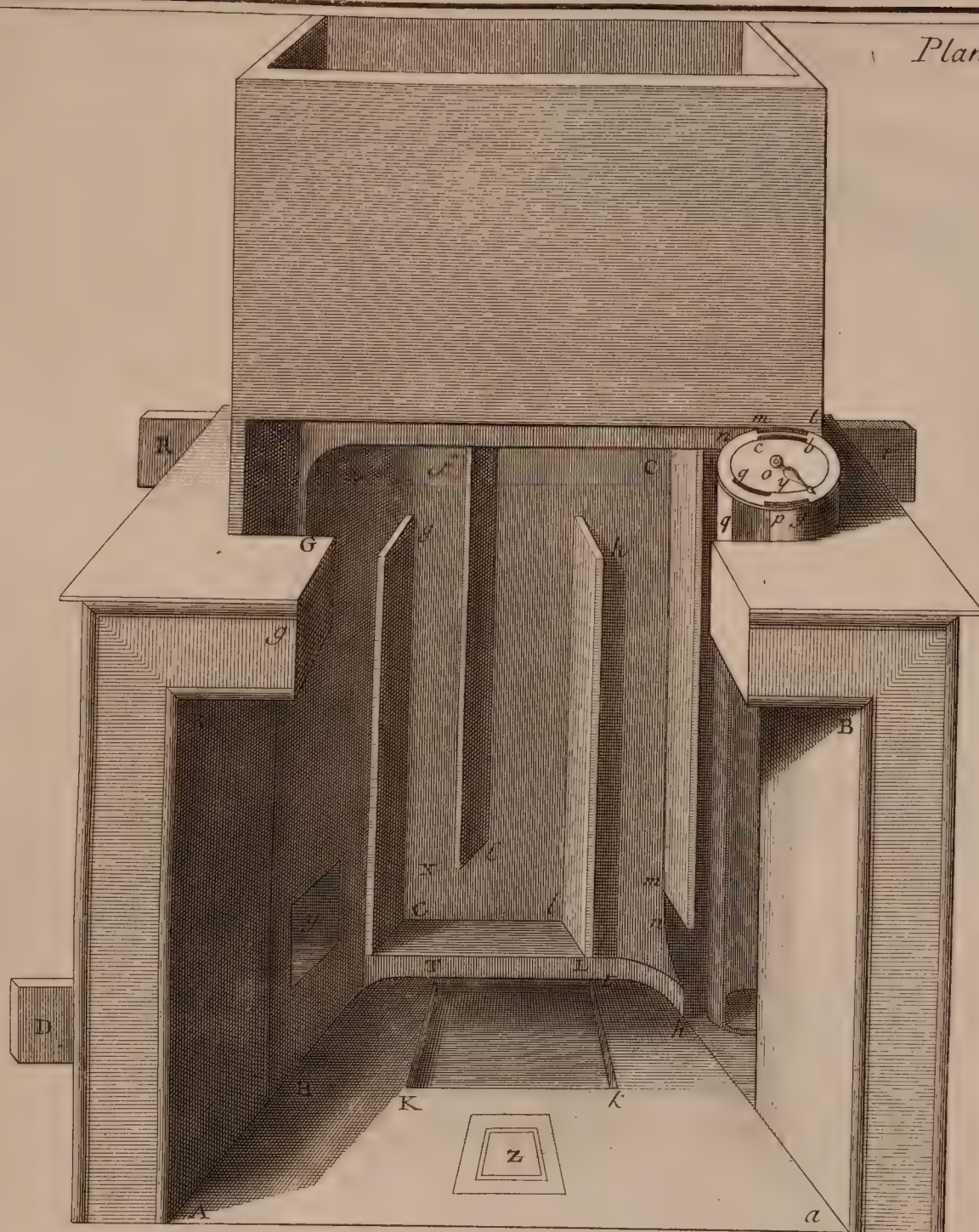
N^o 216.

Dessiné par M. L.



2^e. Construction de Cheminée.

Planche 2^e.



N^o 219.

Dheulland sculp.

Fig. 1.^{re}

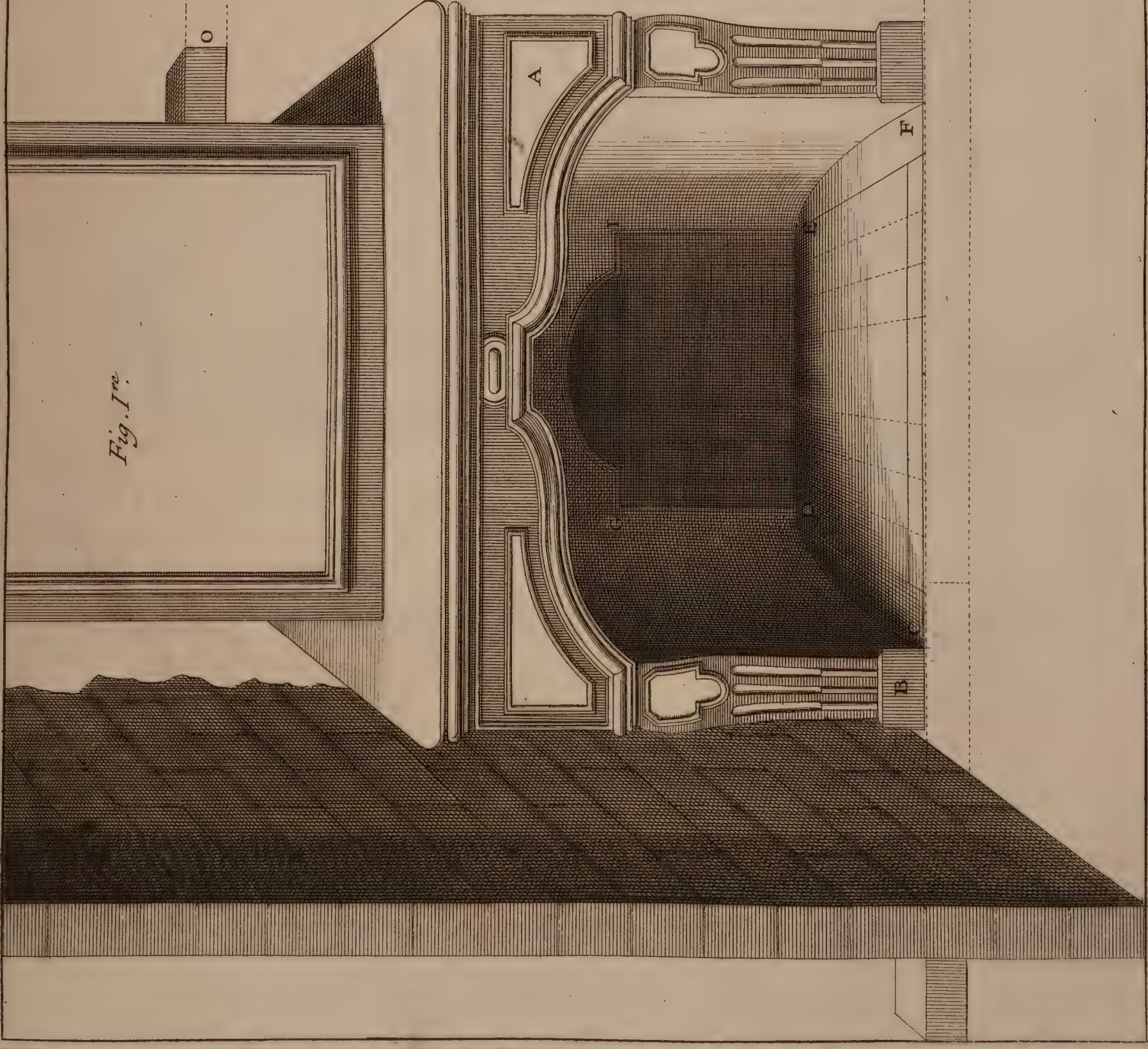
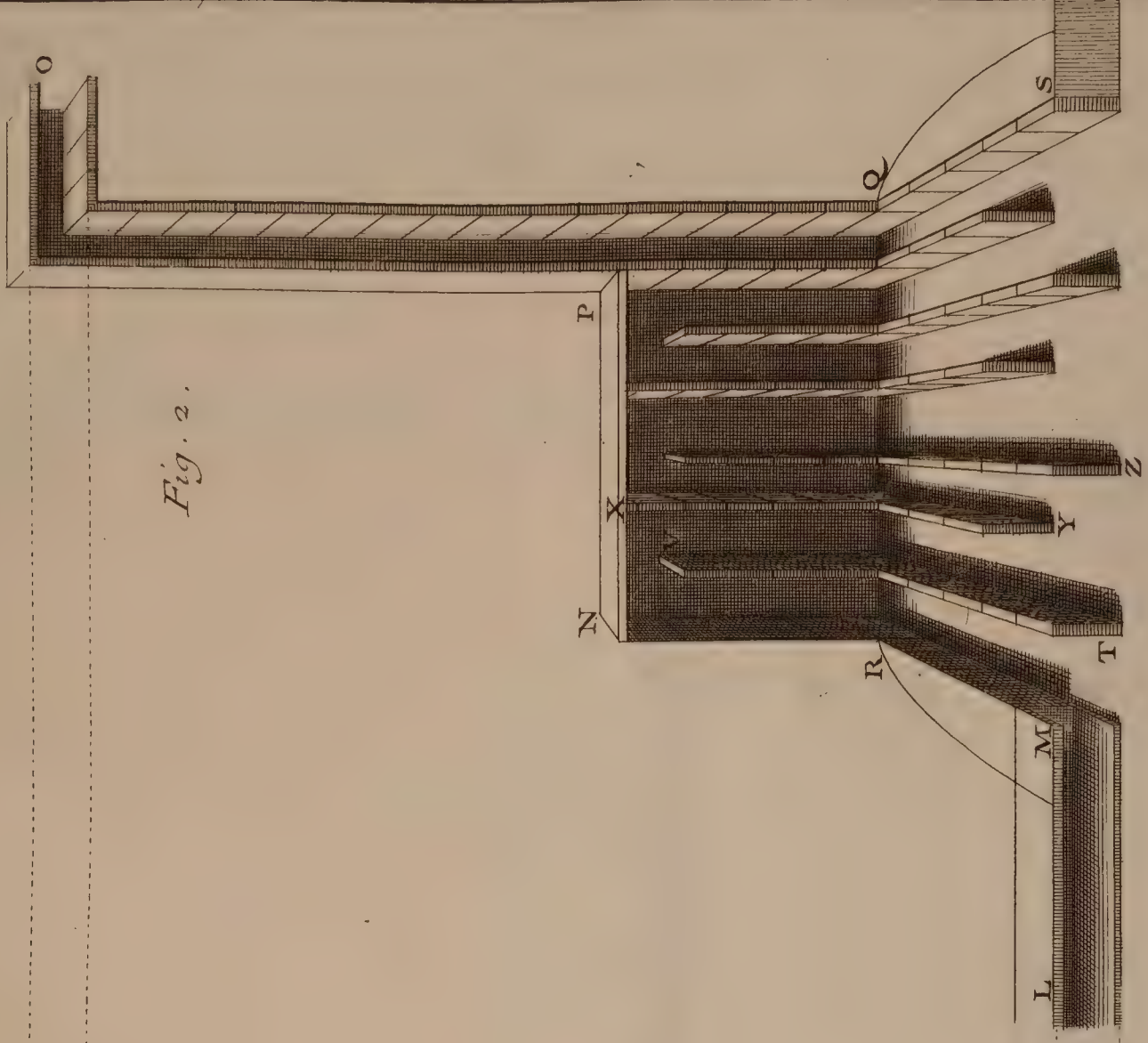
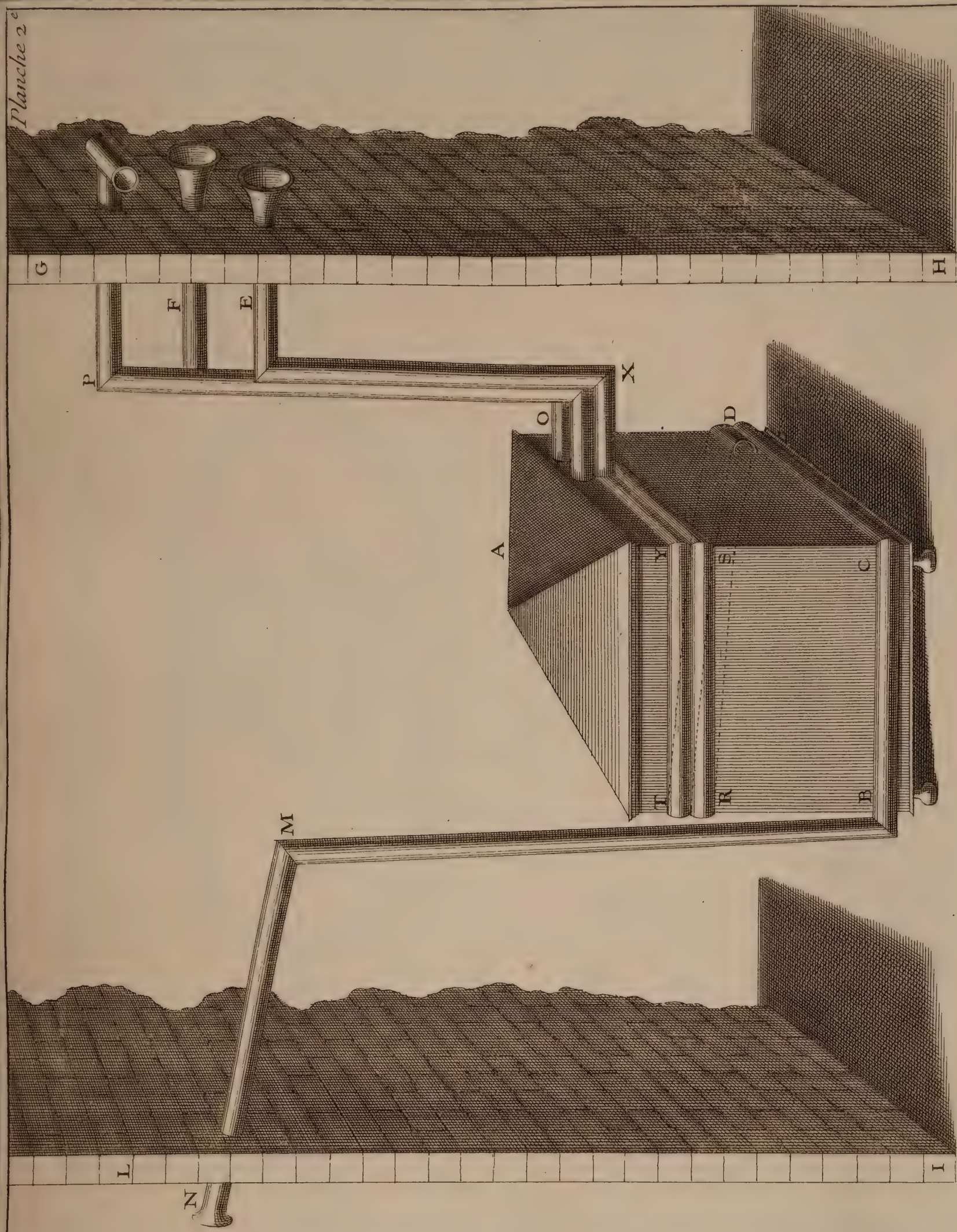


Fig. 2.





Cric pour Elever et abaisser les pistons dans les Pompes.

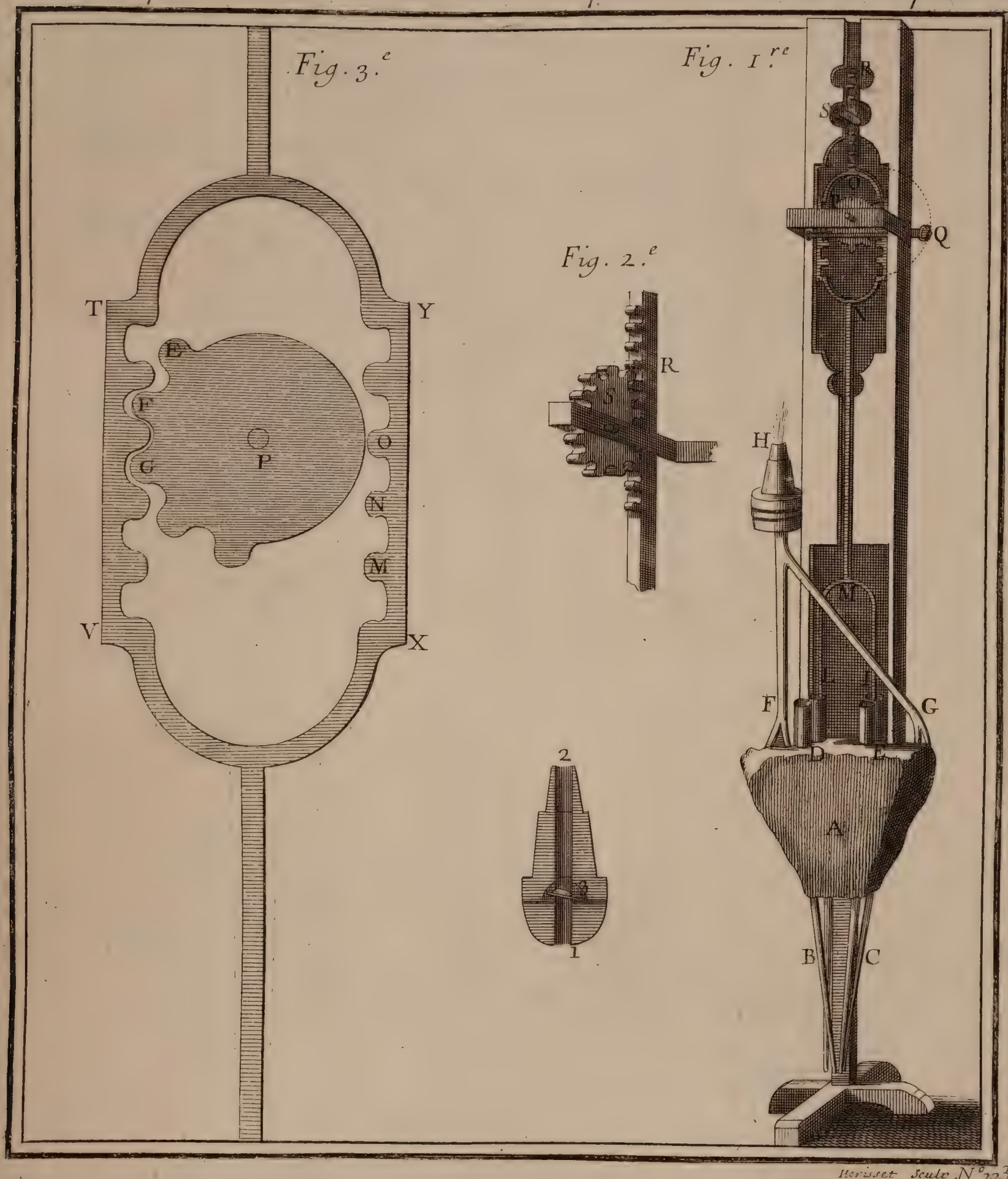


fig. 1^{re}

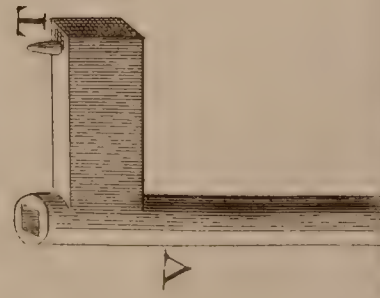
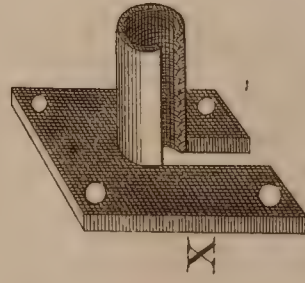
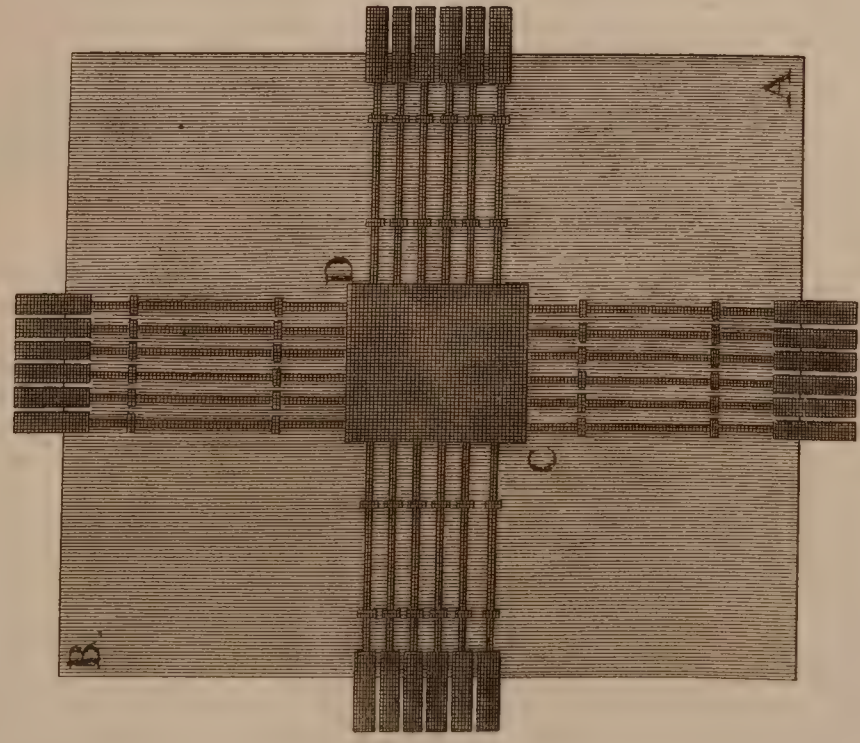


fig. 3^e

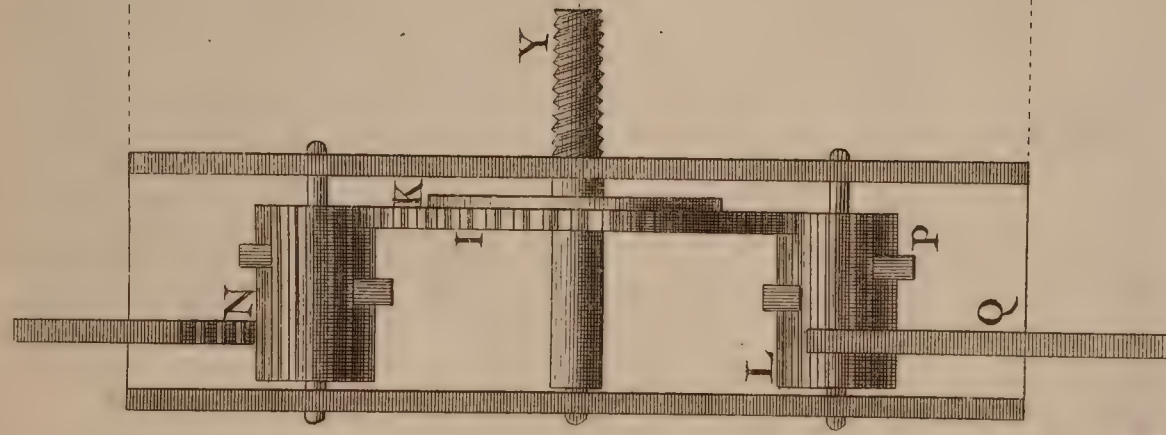
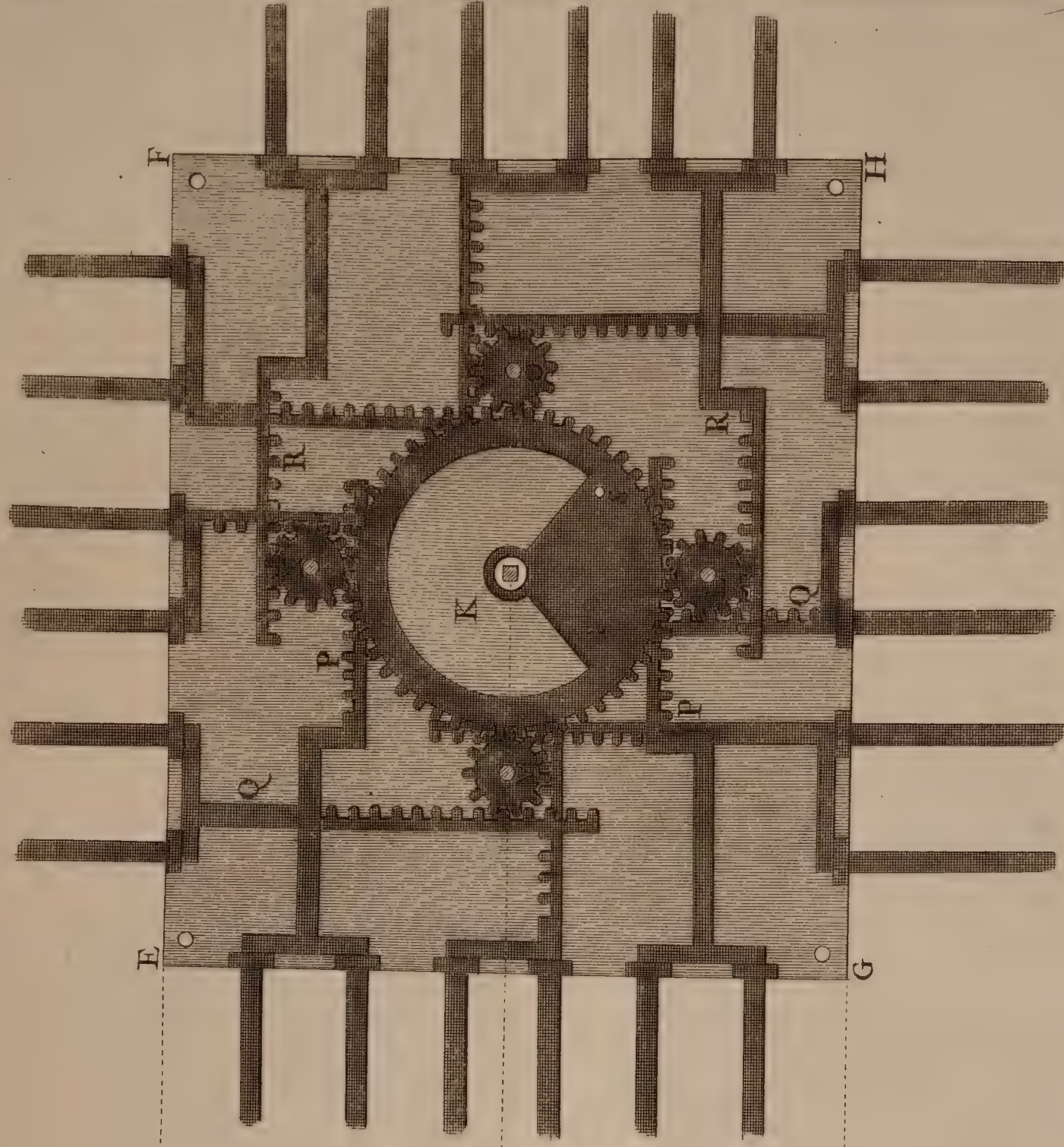
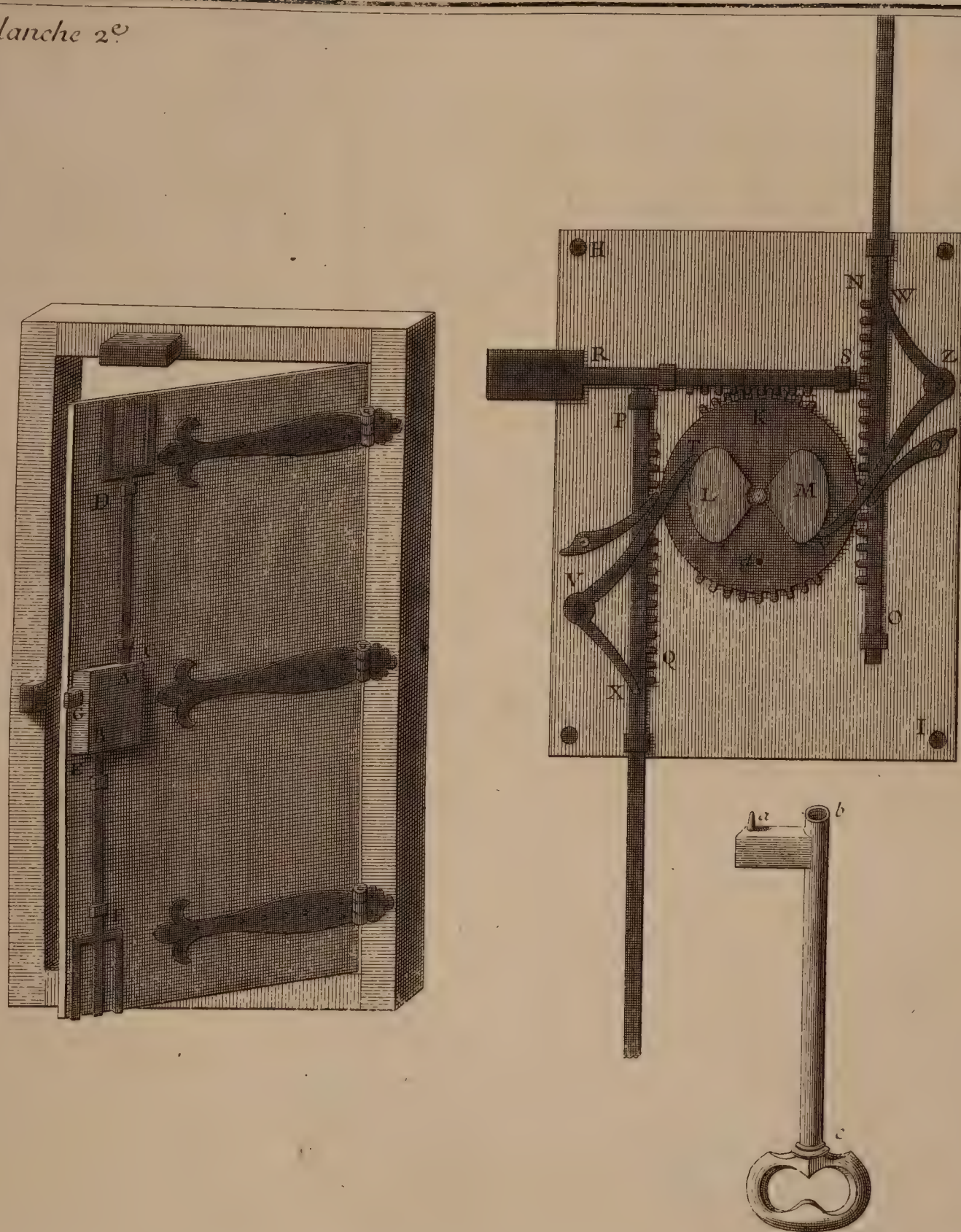


fig. 2^e



Addition a la Serrure .

Planche 2^e



N^o 225.

Deuilland Sculp.



Fig. 1^{re}

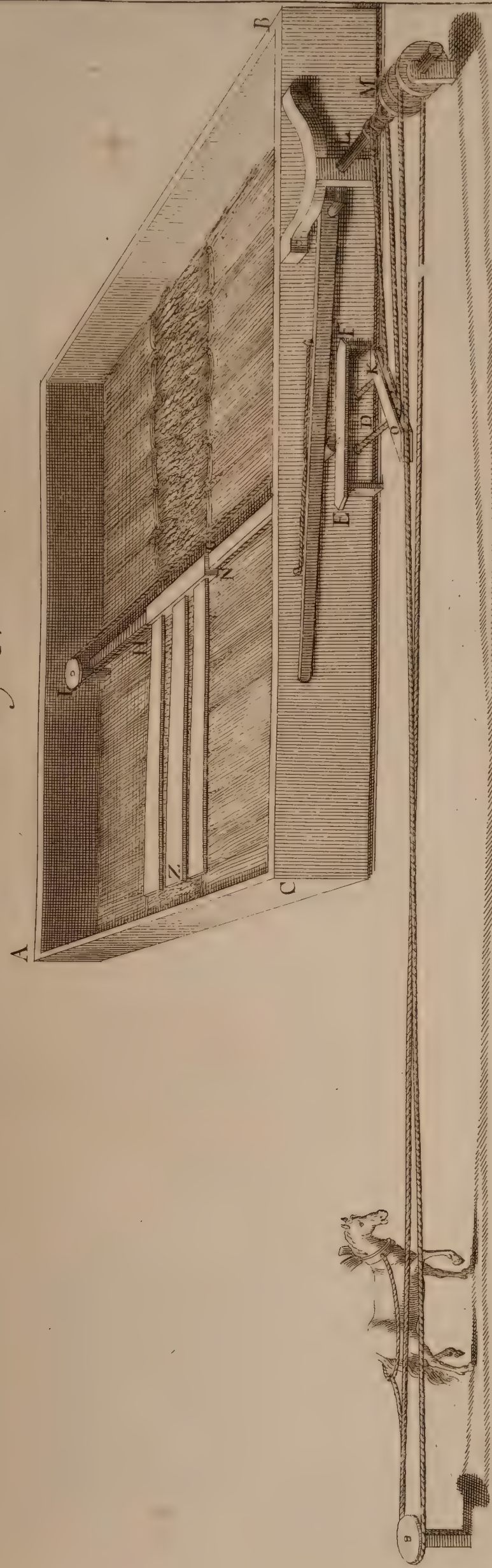


Fig. 4^e



Fig. 2^e

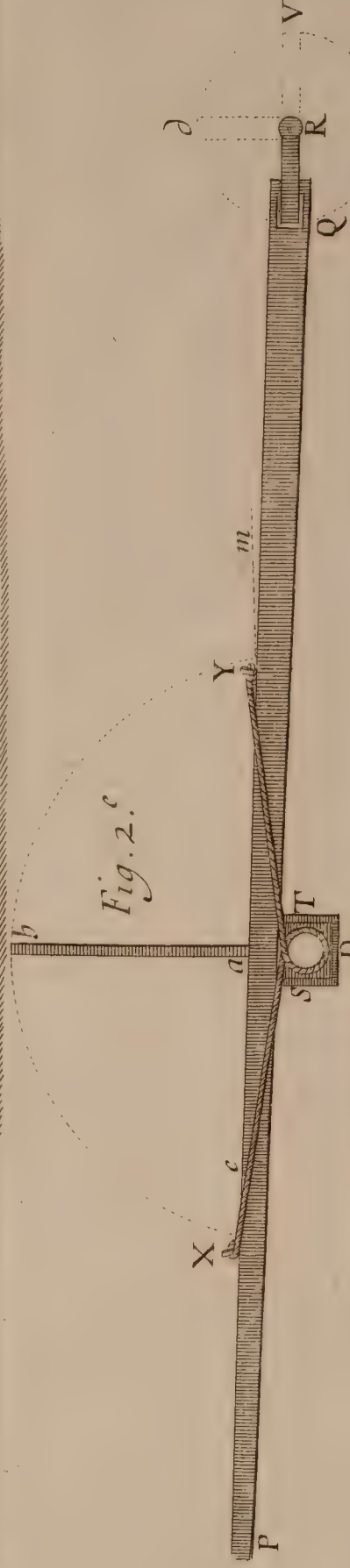
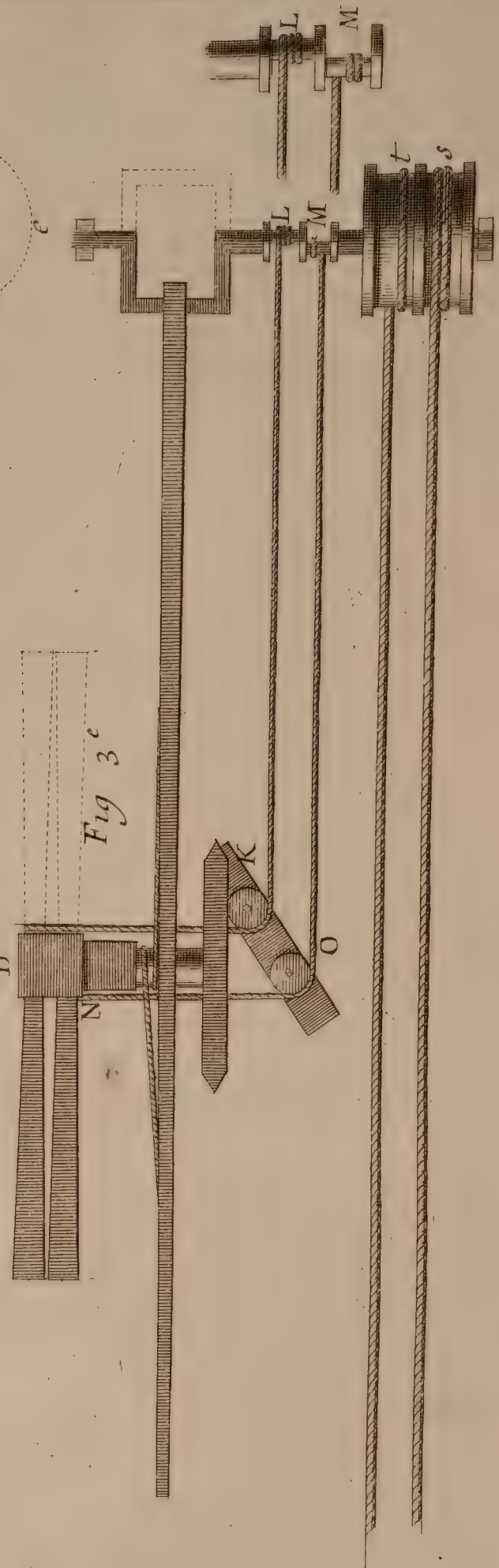
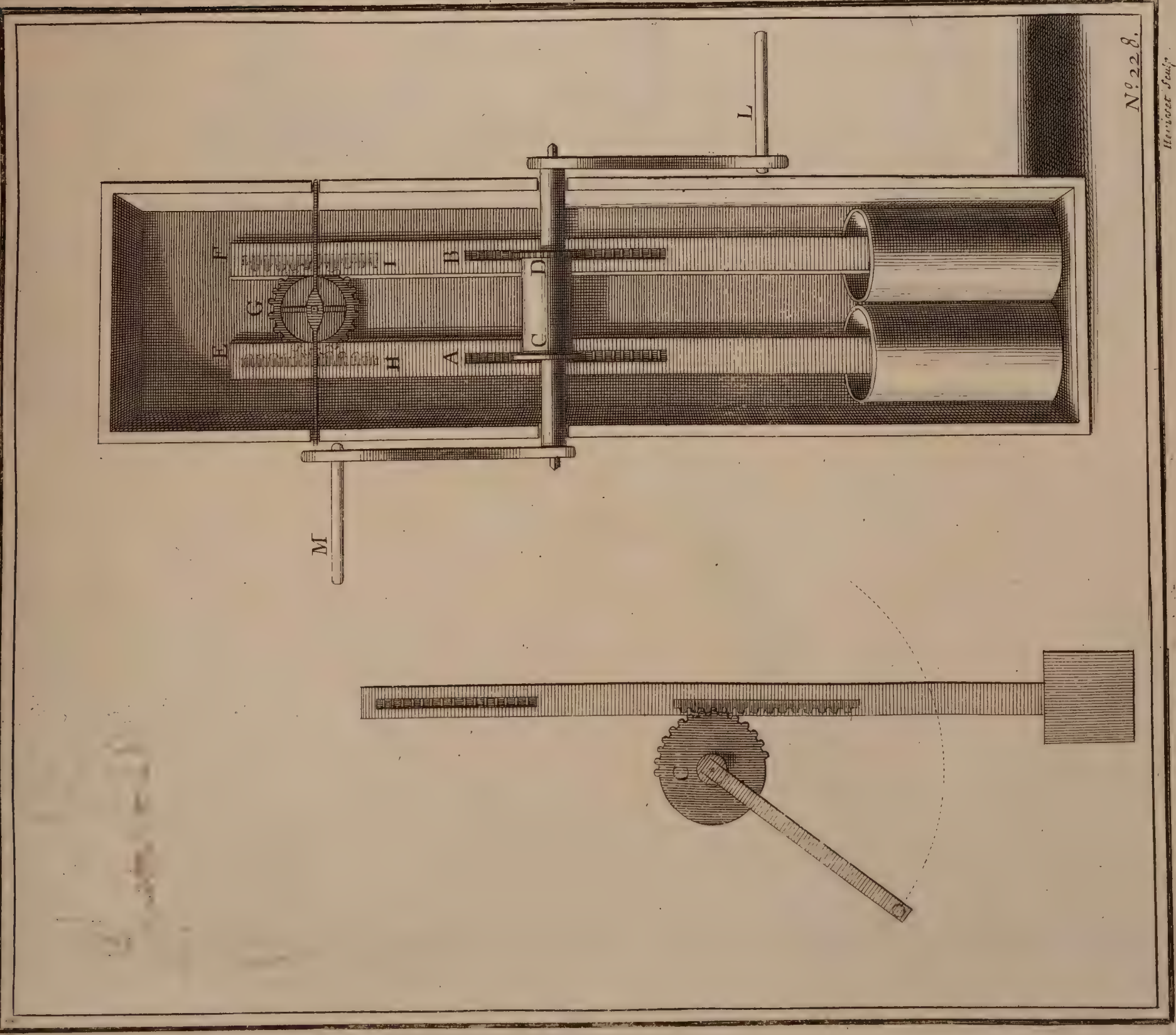


Fig. 3^e



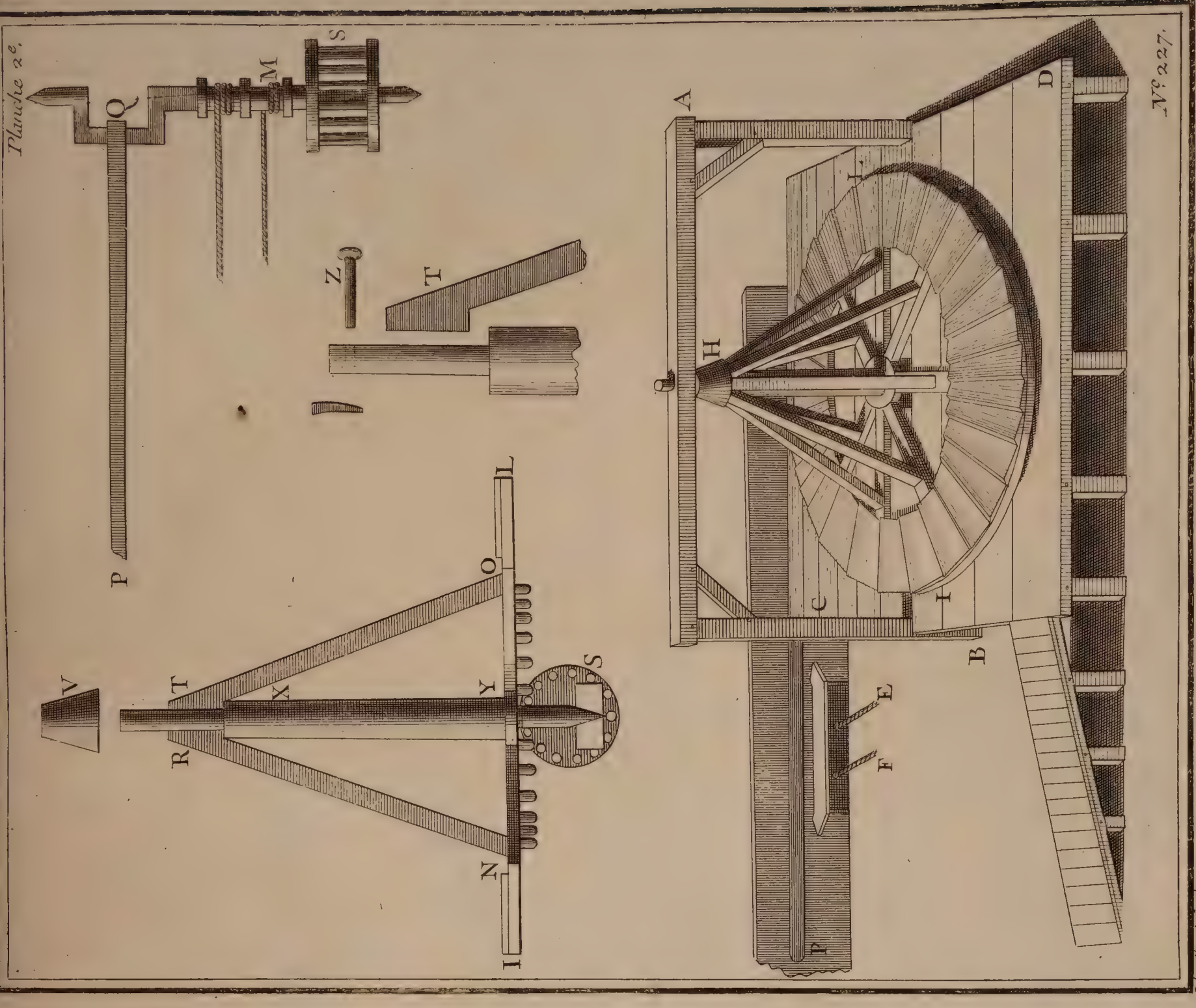
Maniere d'élever et d'abaissier les pistons dans les corps de Pompes.



Nº 228.

Benard del.

Addition à la machine pour battre le blé

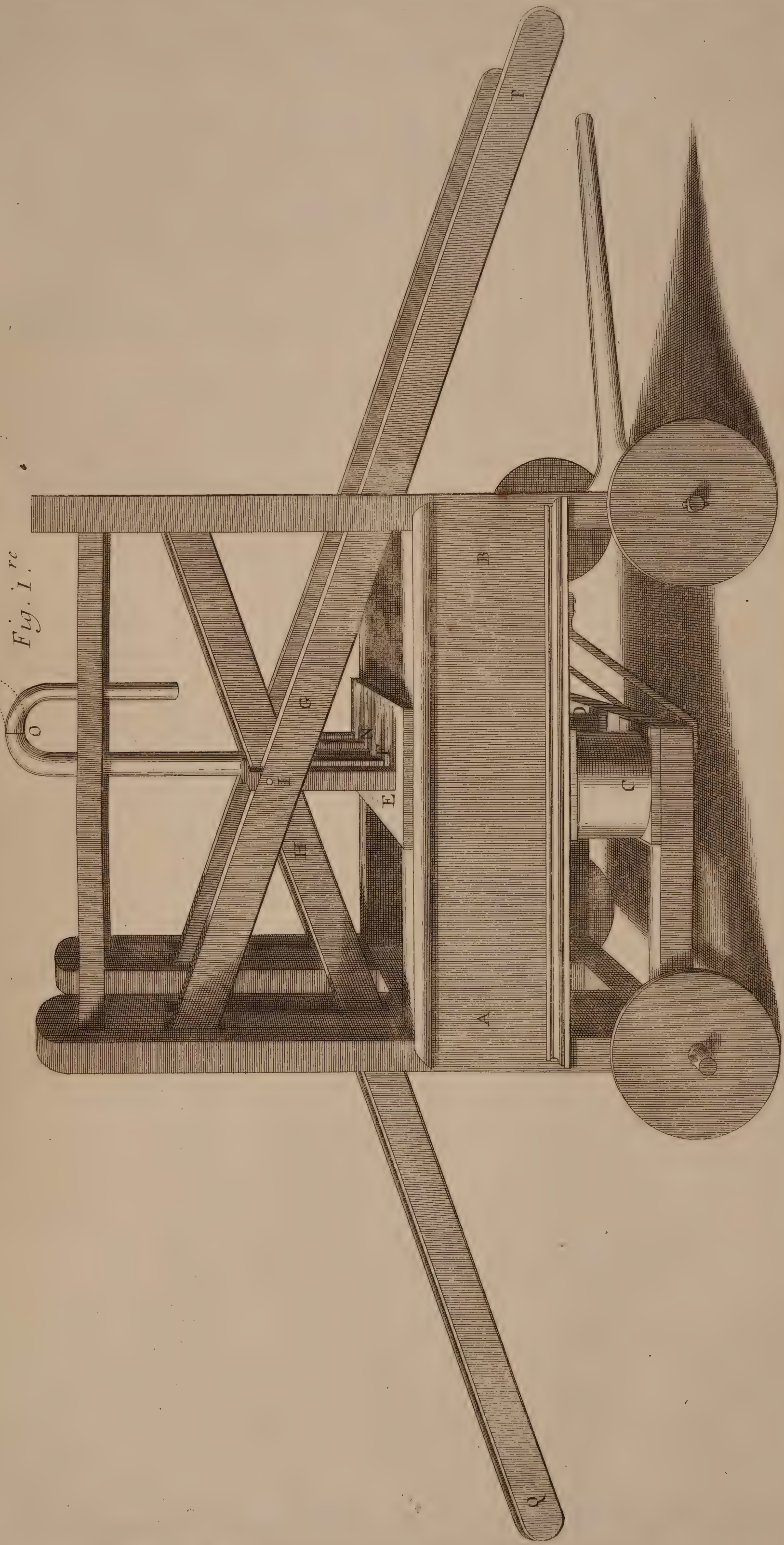


Nº 227.

Benard del.

Plaque 2^e.

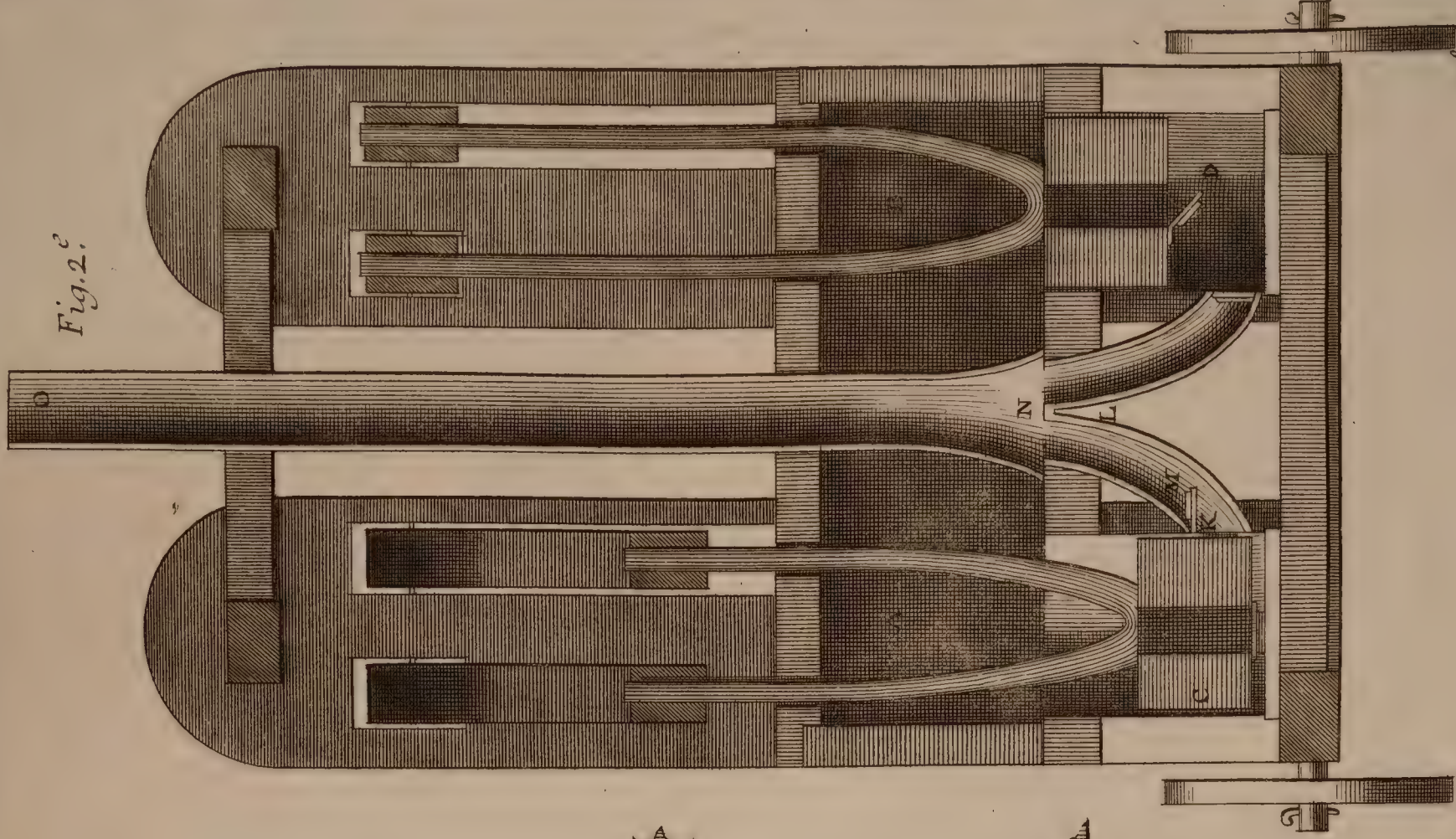
Fig. 1.^{re}



Plan et profil de la Pompe pour éteindre les Incendies.

Planche 2.^e

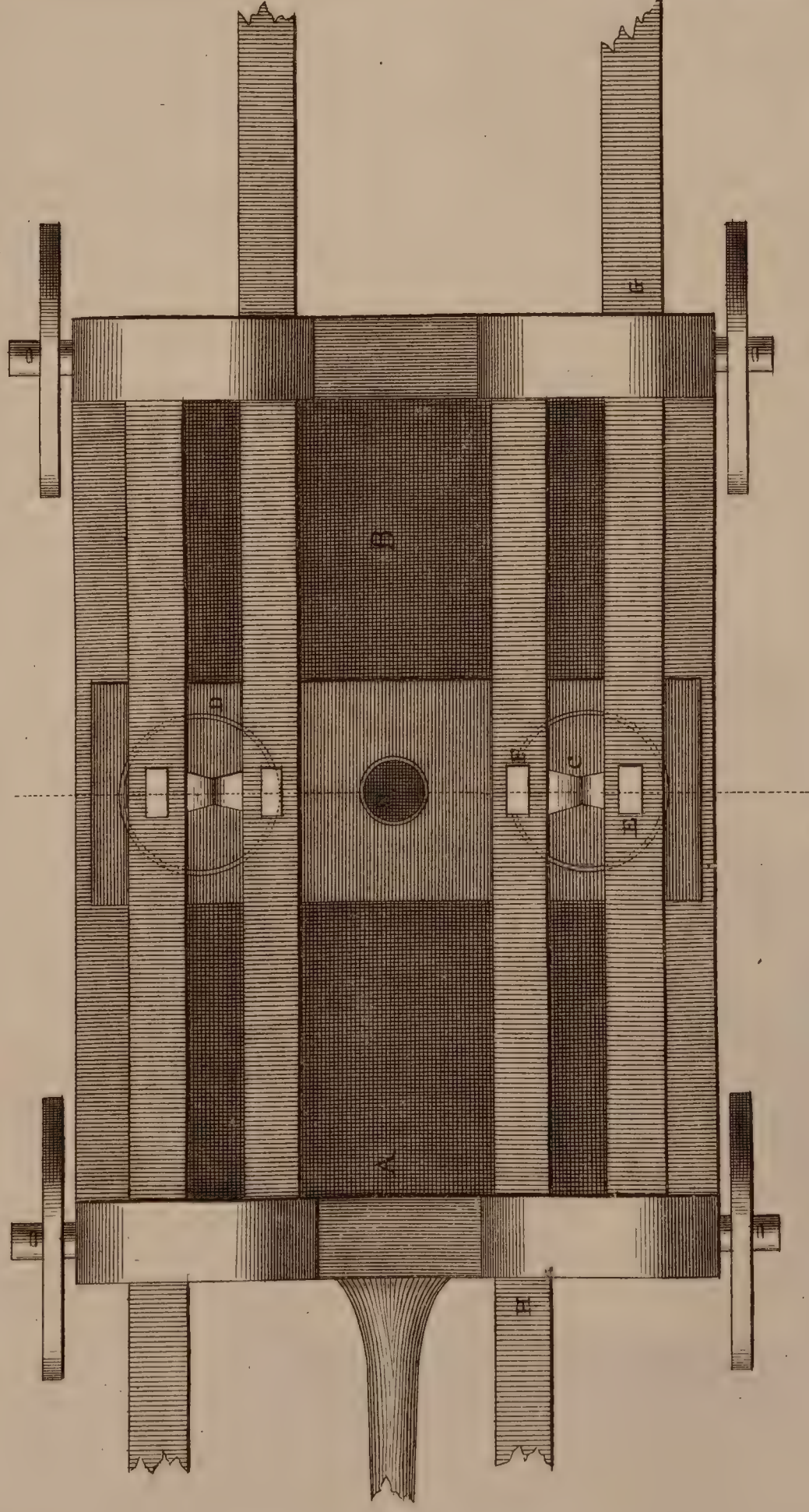
Fig. 2.^e



N. 230.

Hensler fecit

Fig. 3.^e



2. pieds

1.

Echelle de

Fig. 1^{re}

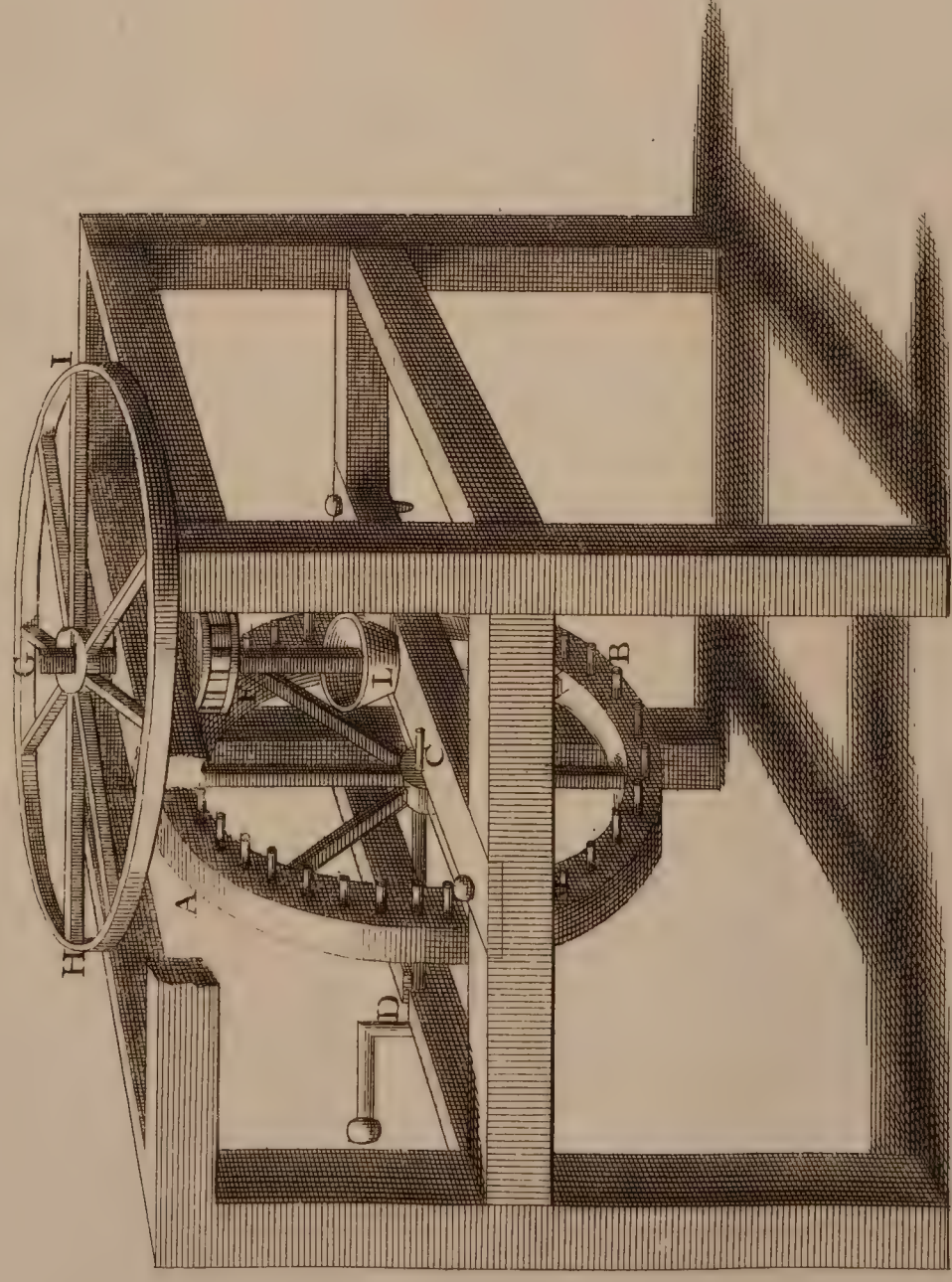
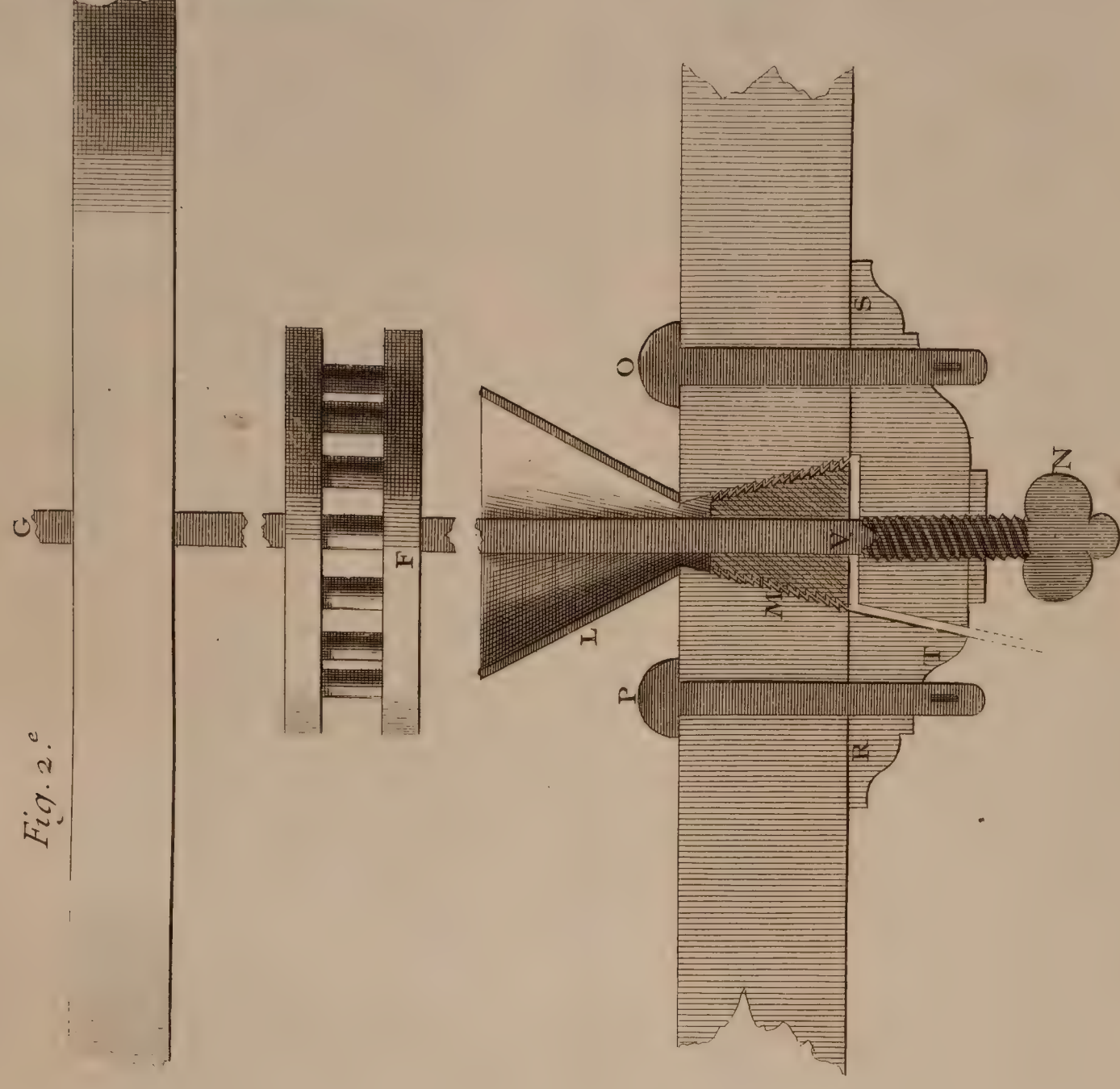


Fig. 2^e



Bac pour traverser une Riviere.



Fig. 1^{re}

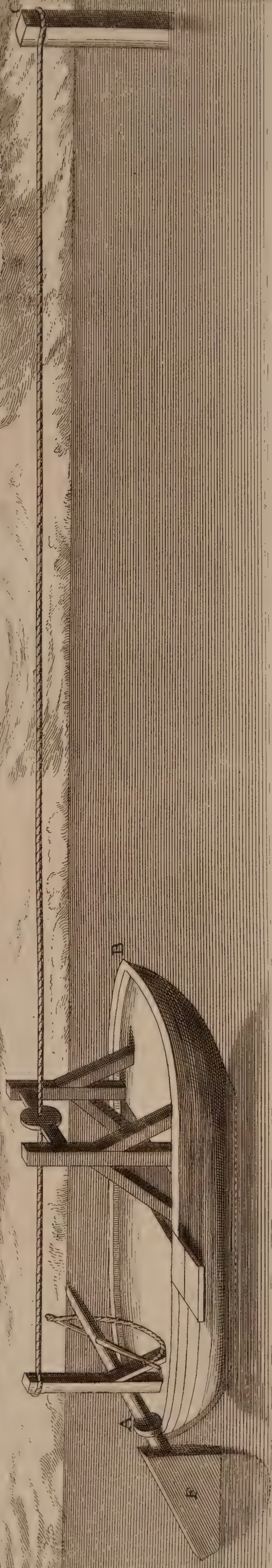


Fig. 2.



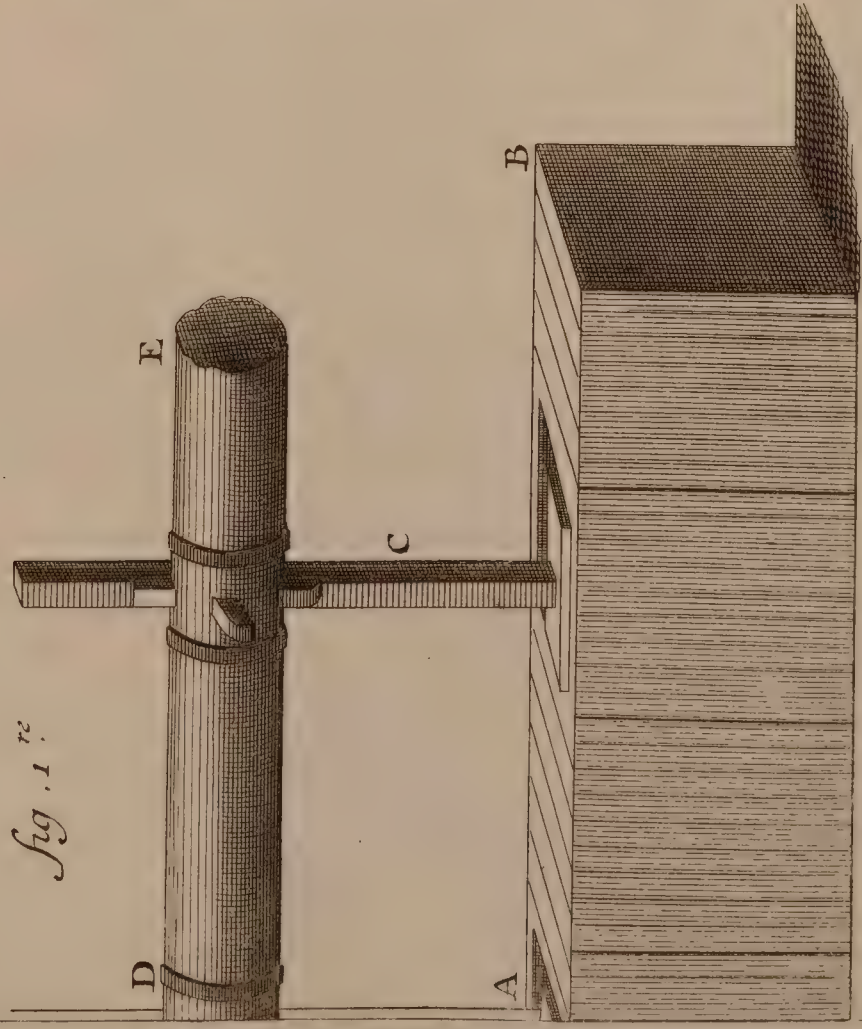


Fig. 1. re

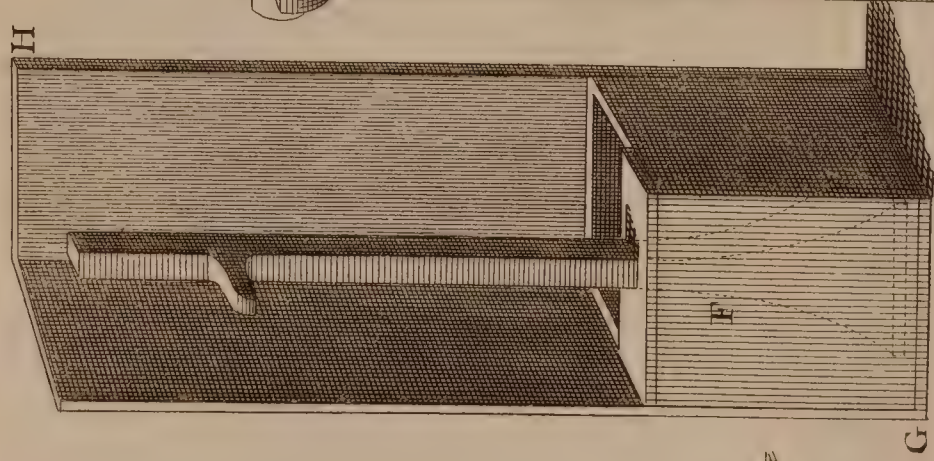


Fig. 2. e

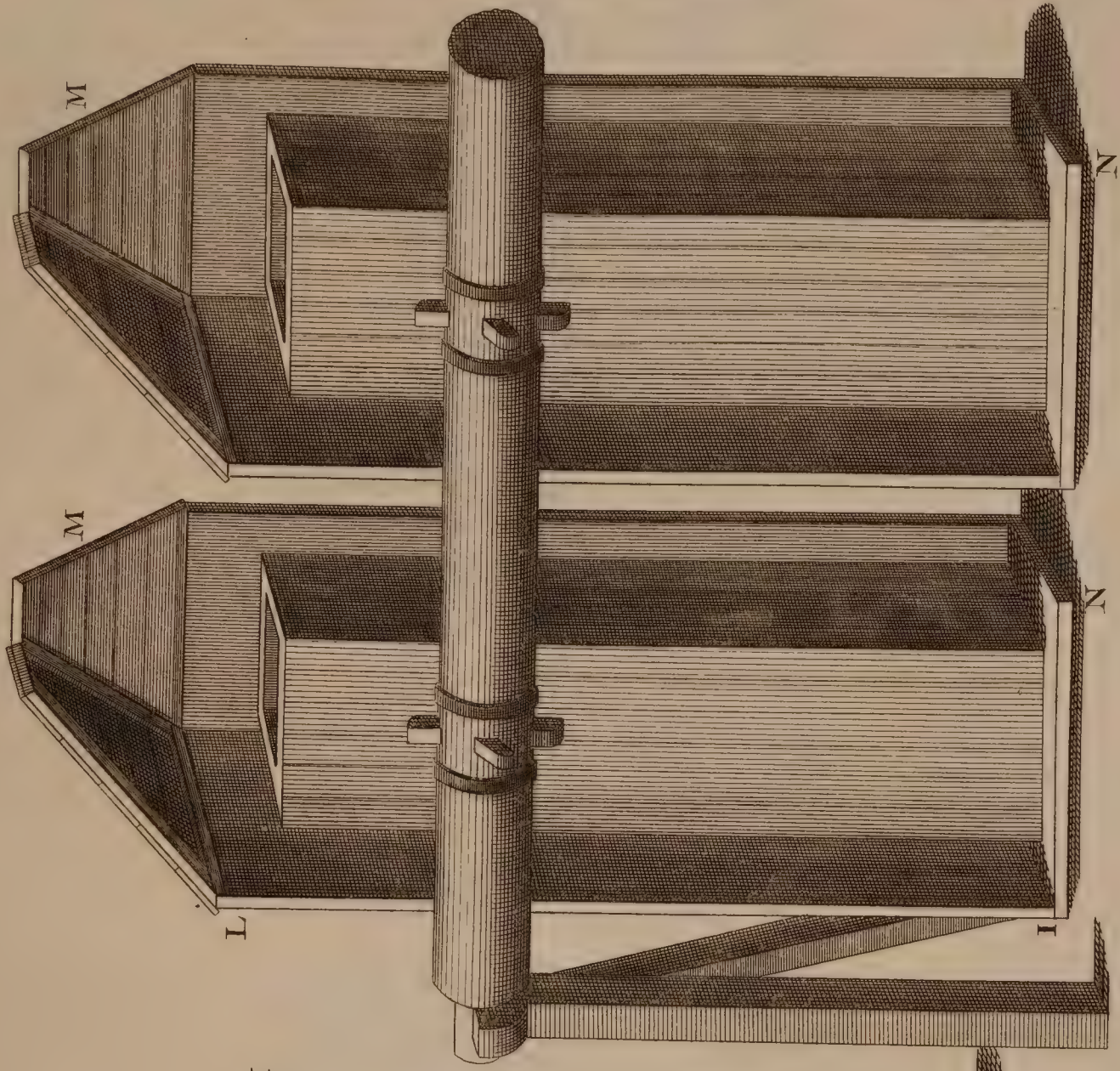


Fig. 3.

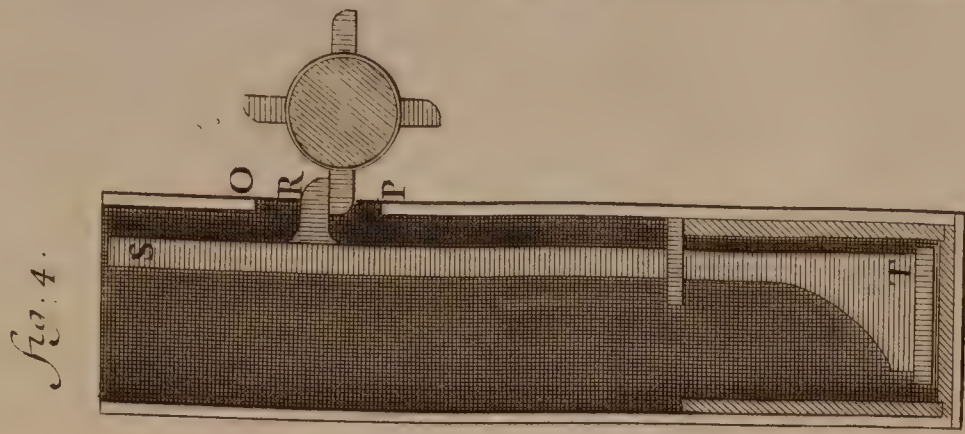


Fig. 4.

Fig. 1^{re}.

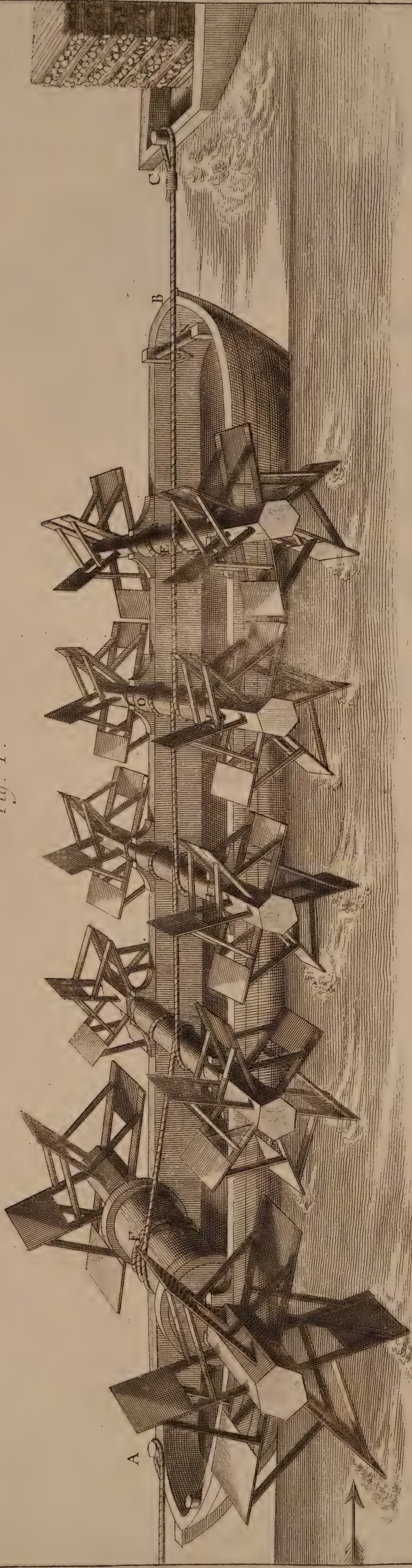
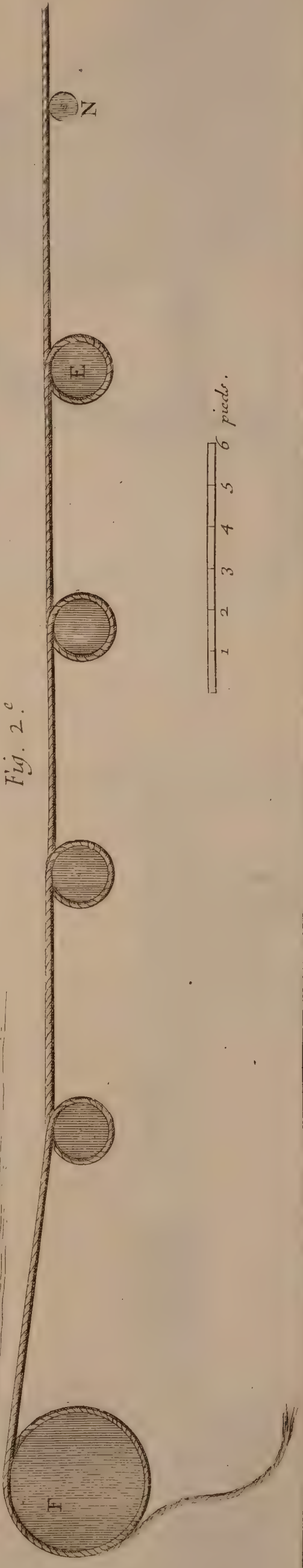
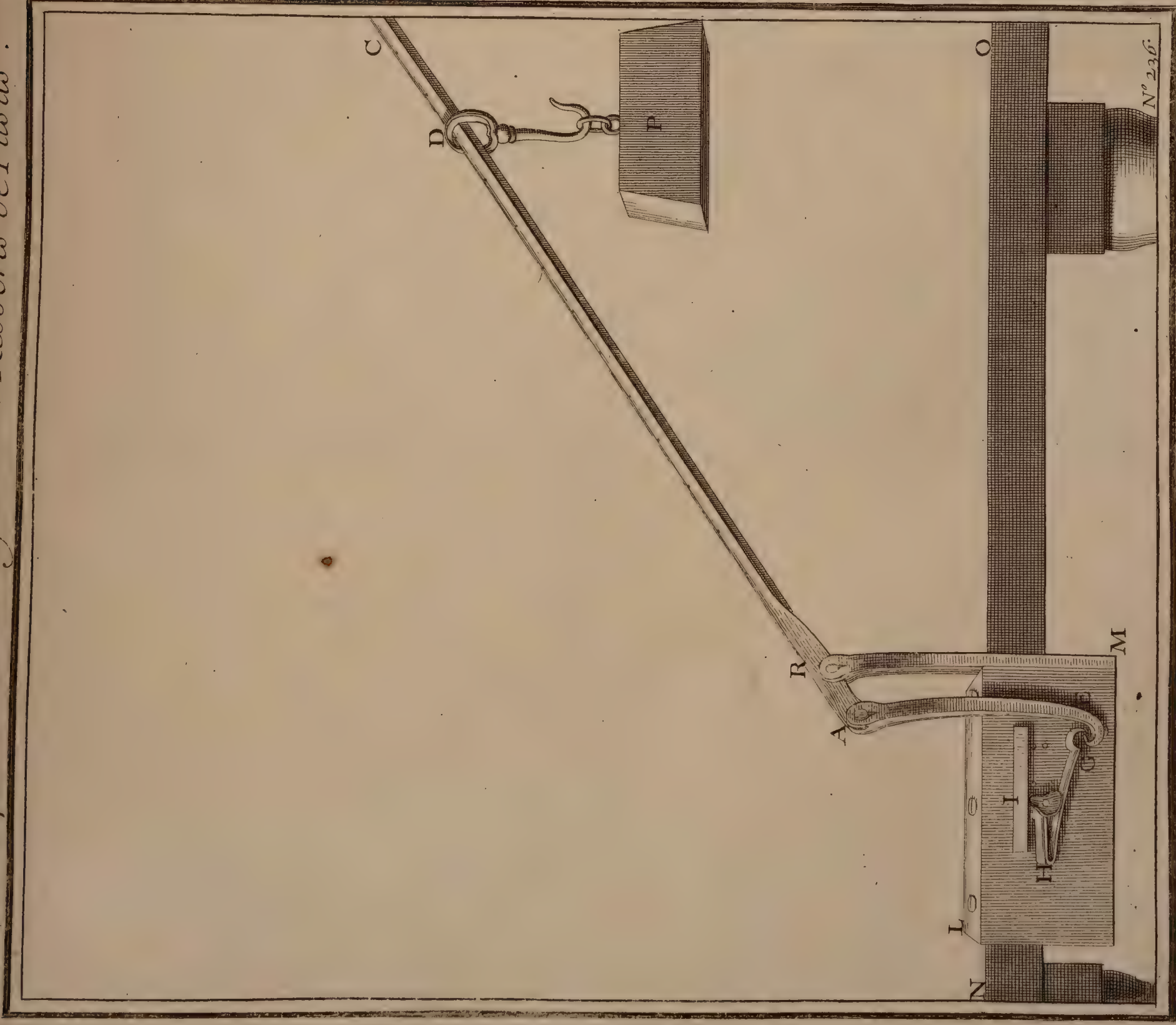


Fig. 2^e.

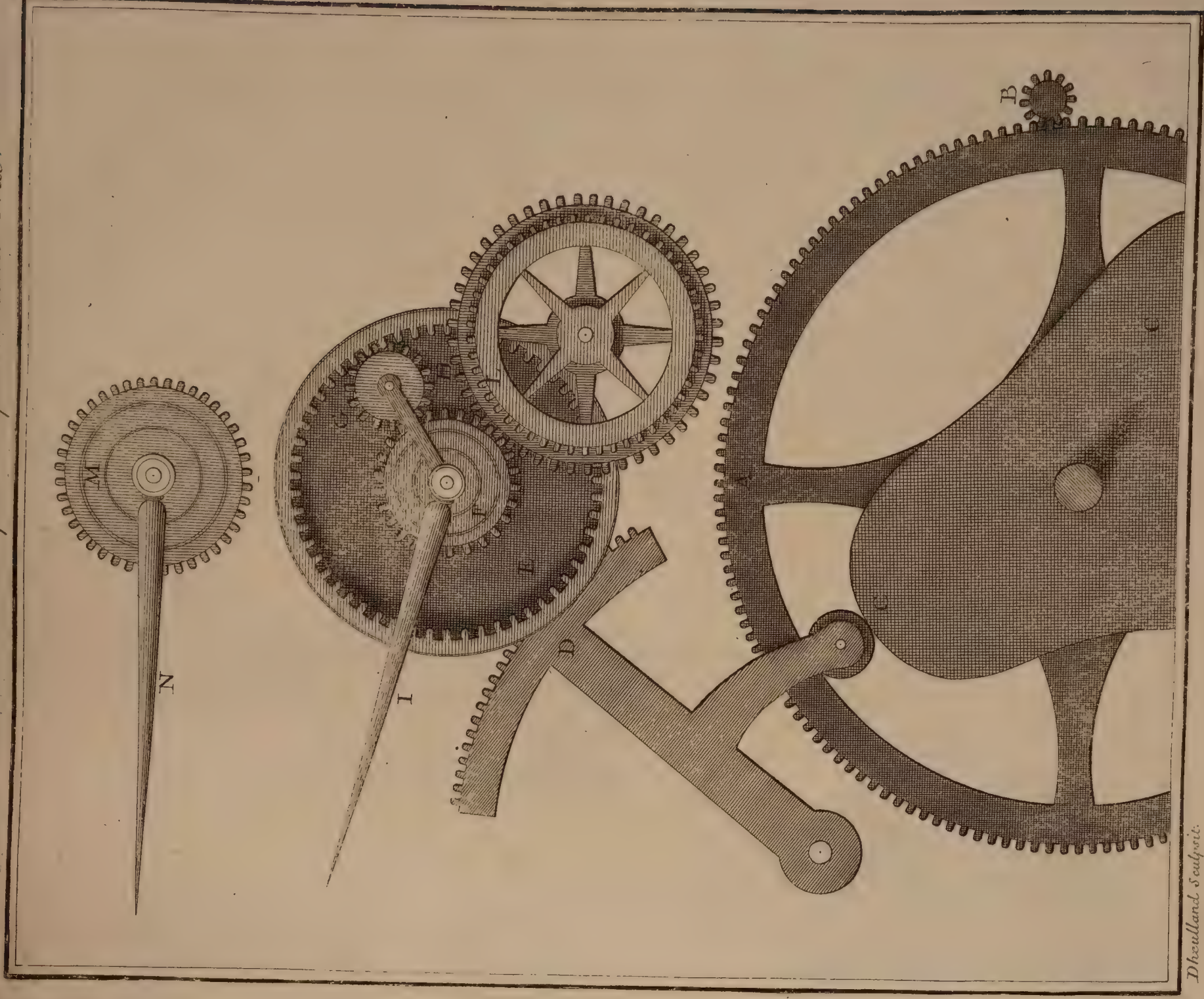


1 2 3 4 5 6 pieds.

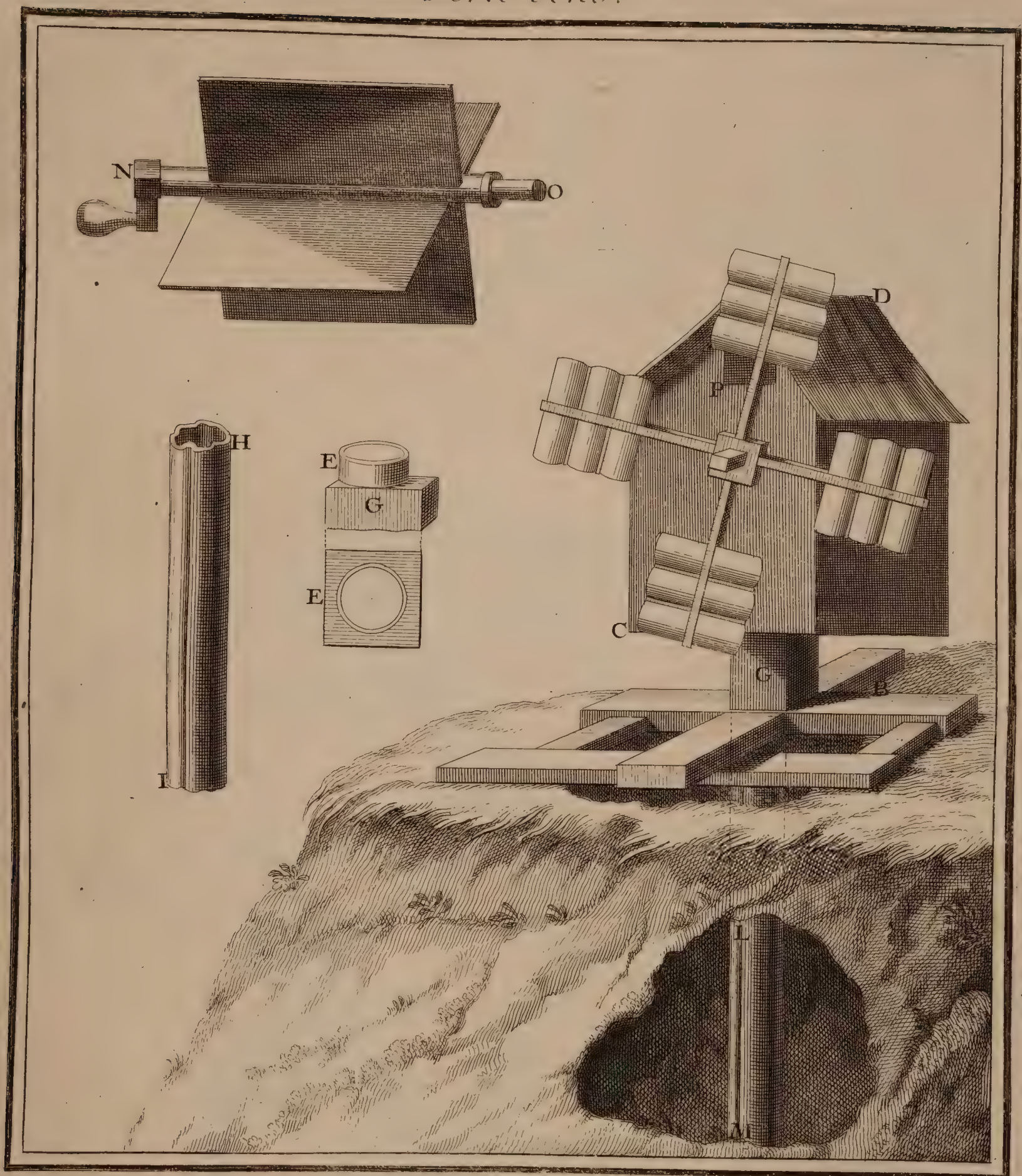
Machine pour mesurer la force des Ressorts de Fusils.



Quadrature de Pendule qui marque le tems vrai.

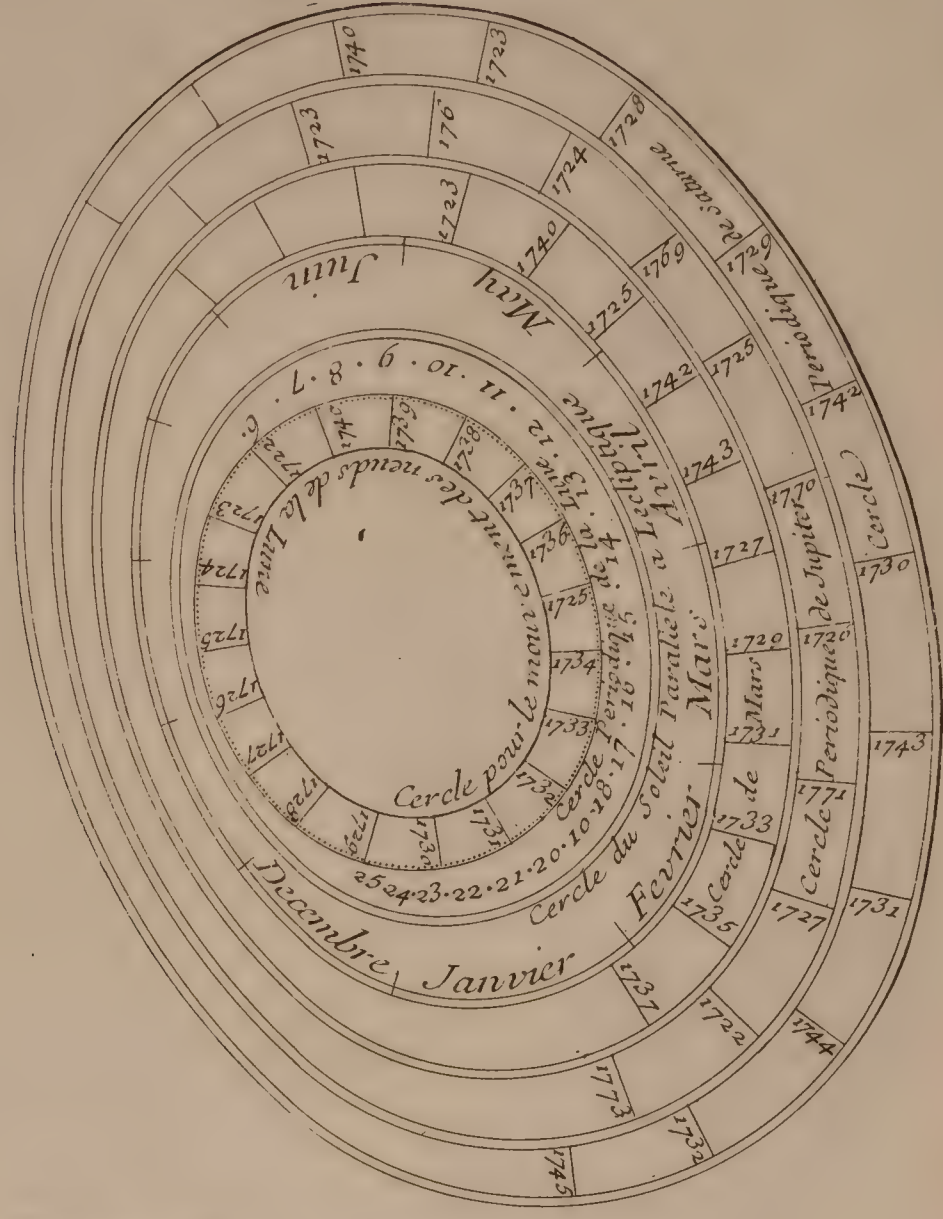
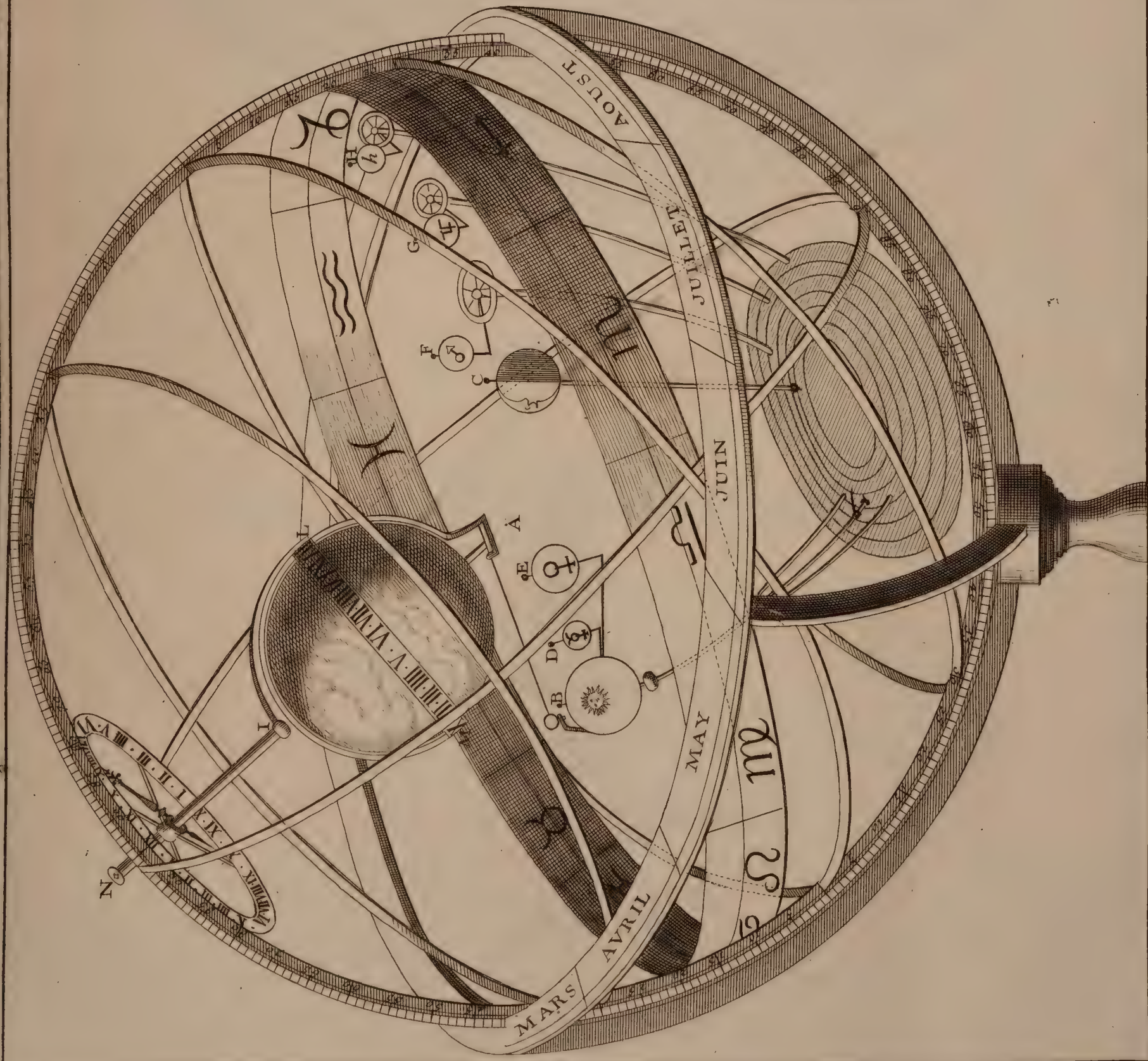


Porte vent.



Herissey sculpt.
N° 37.

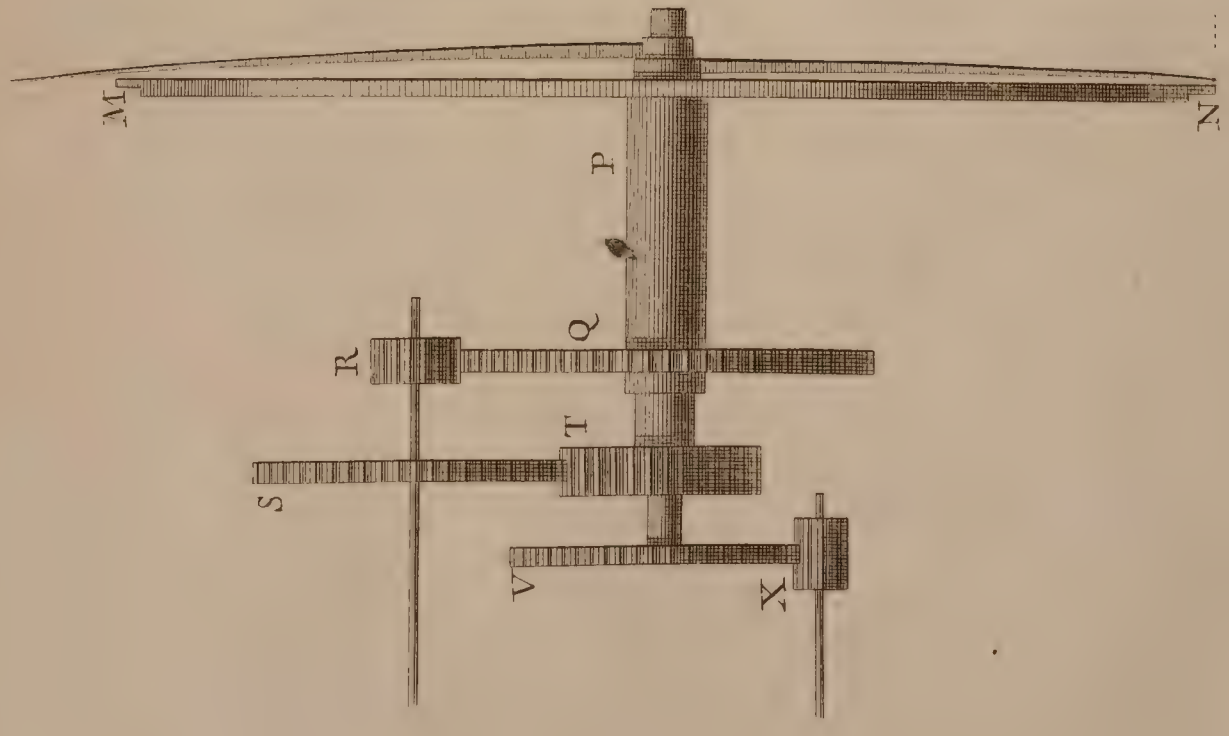
Sphere mouvante.



N^o 238.

Horiot et Sculp.

Horloge qui marque le lieu du Soleil et son passage par le Meridien.

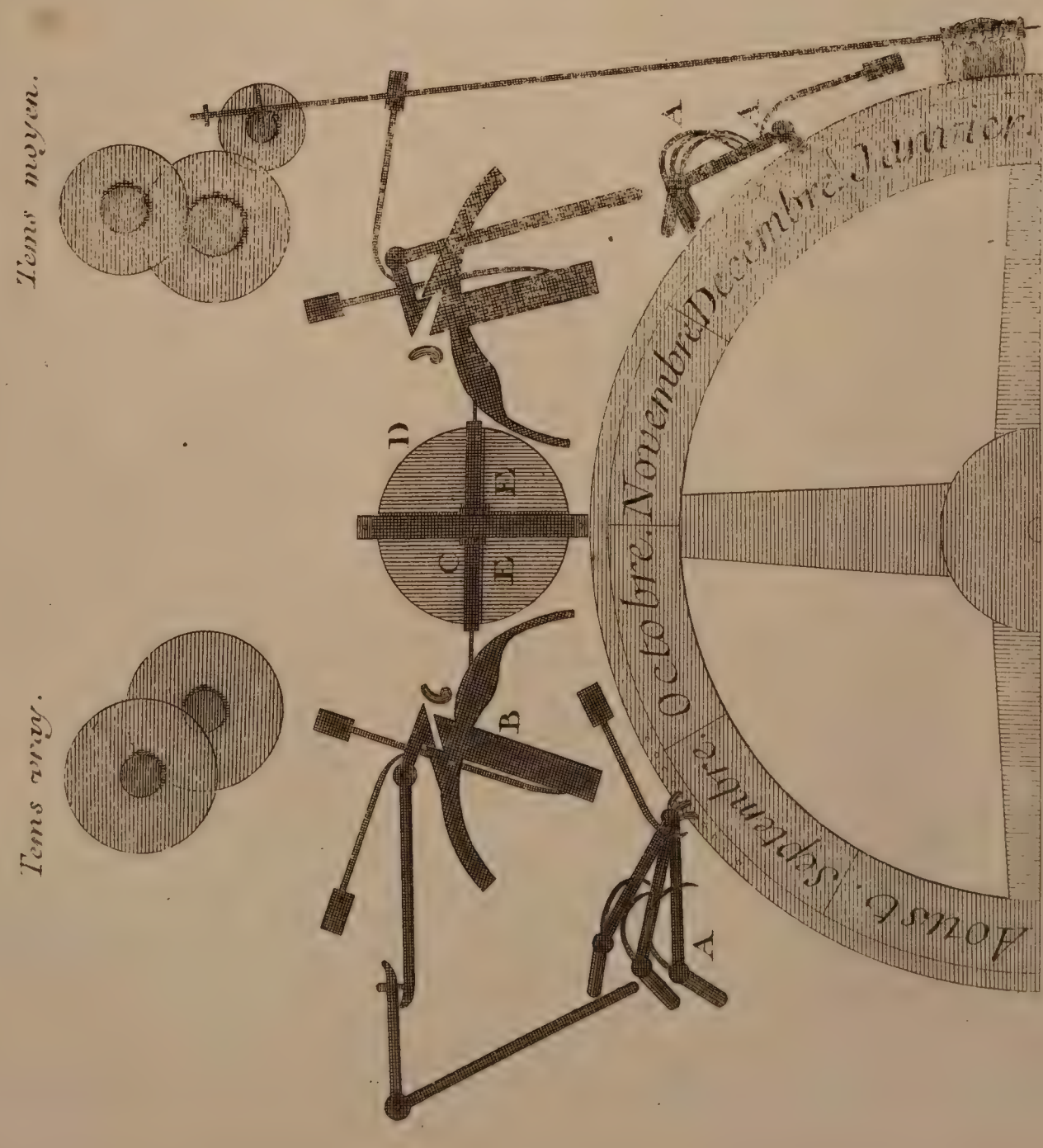


N° 239.

Deville & Co.

Quadrature d'une Pendule qui marque et Sonne le Temps vrai et marque le Temps moyen.

Planche 1^{re}



N^o 242.

Dheulland Sculp.

Nouveau Planisphere.

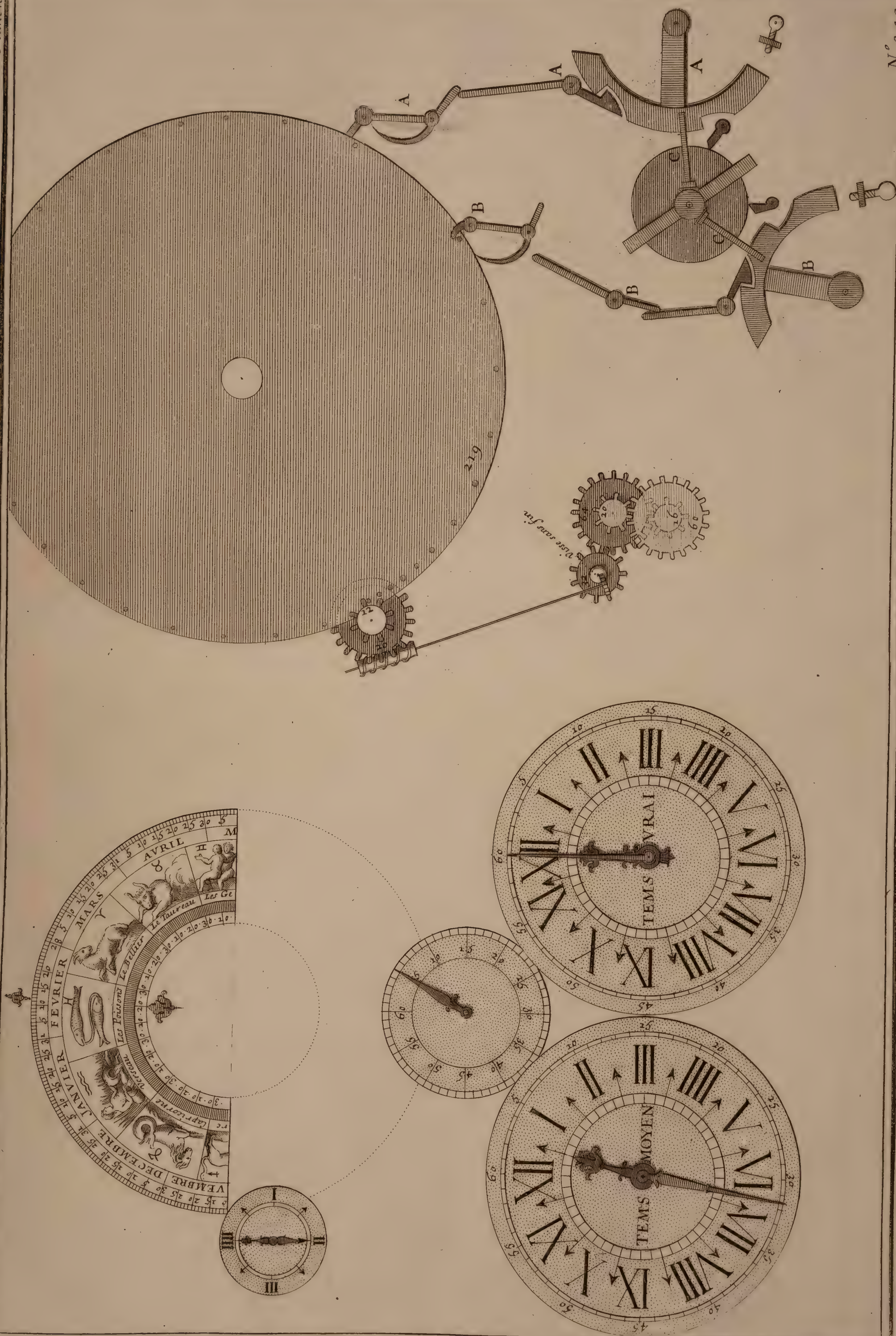


N^o 240.

Dheulland Sculp.

Pendule qui marque le Temps vrai.

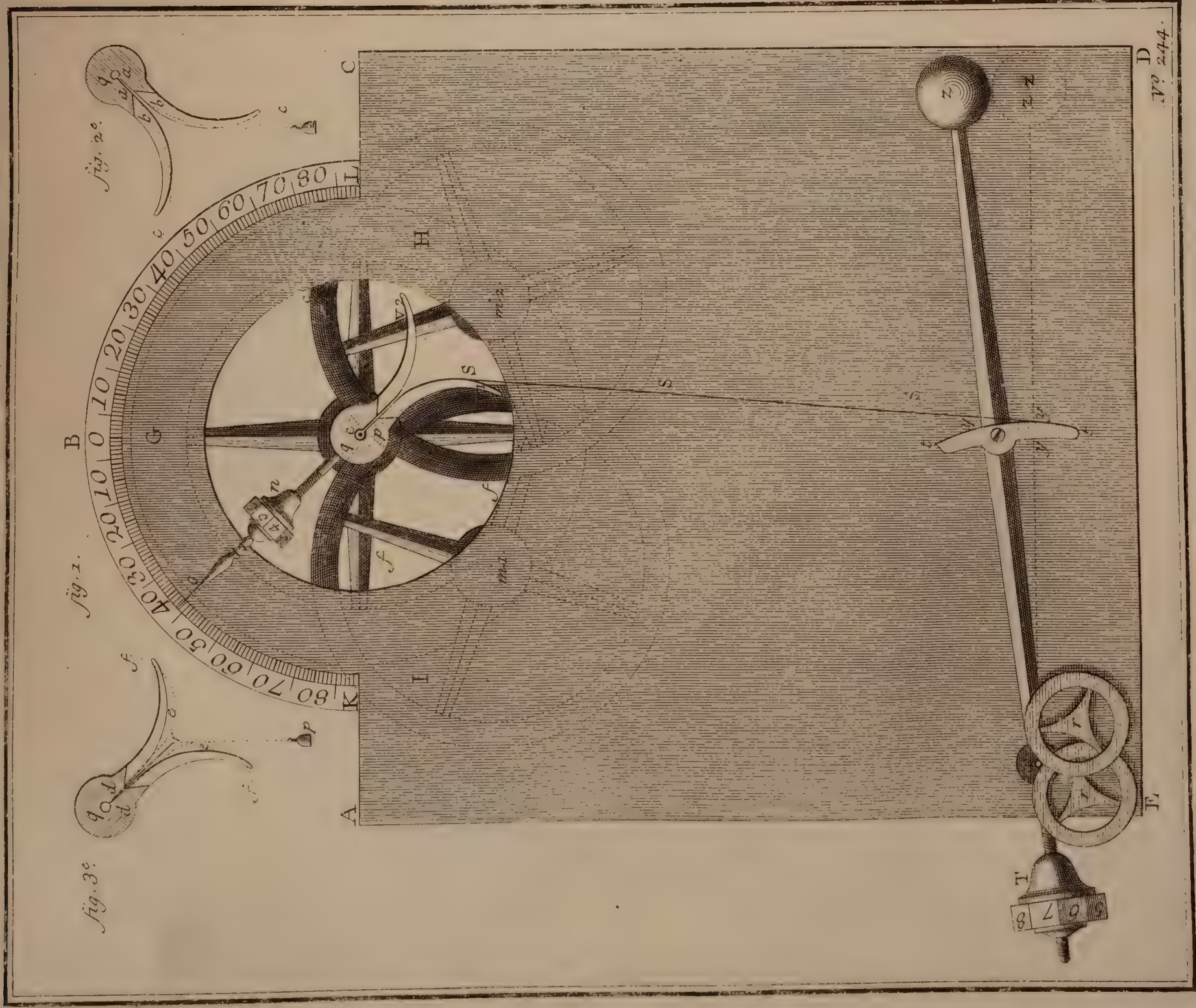
Planche 2.



N° 242

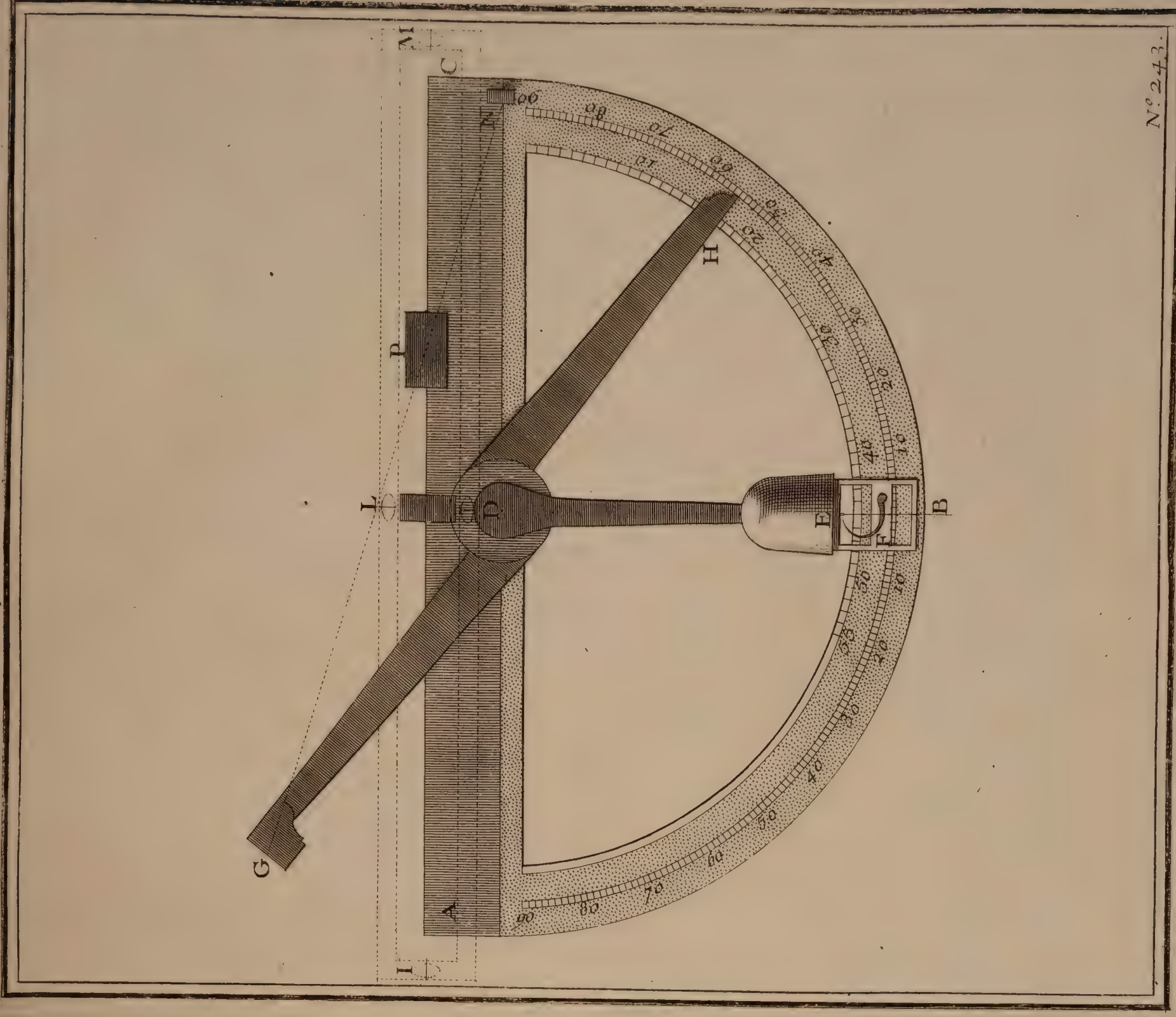
H. J. 1751

Horloge pour mesurer le temps en mer.



Thoullier sculp.

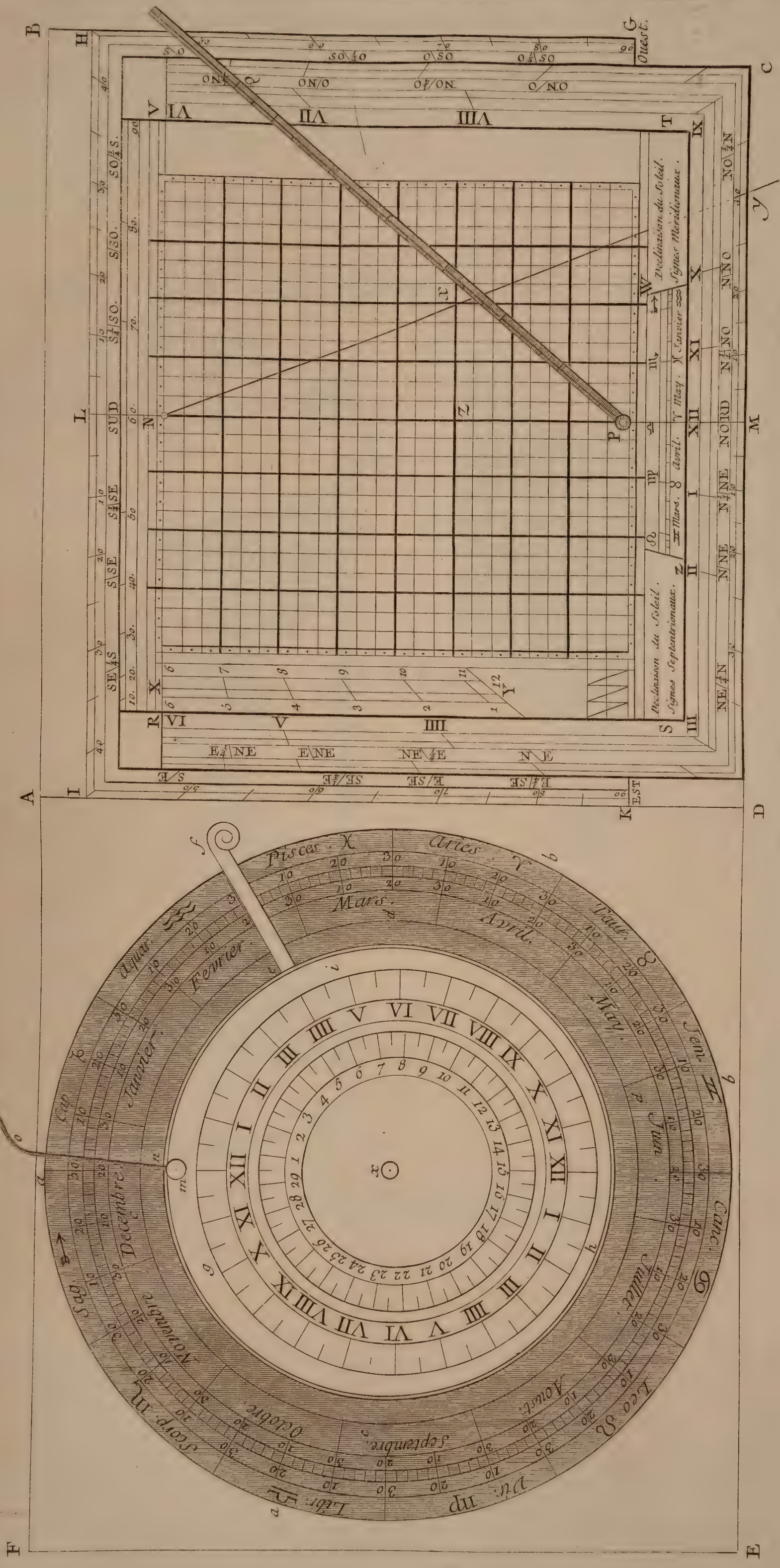
Machine pour prendre hauteur en mer.



N^o 243.

Henriot sculp.

Instrument ou sont Rassemblez les usages et propriétés de Plusieurs autres Instruments.



Sabler pour trouver les longitudes.



N^o. 246.

Herisset Sculp.

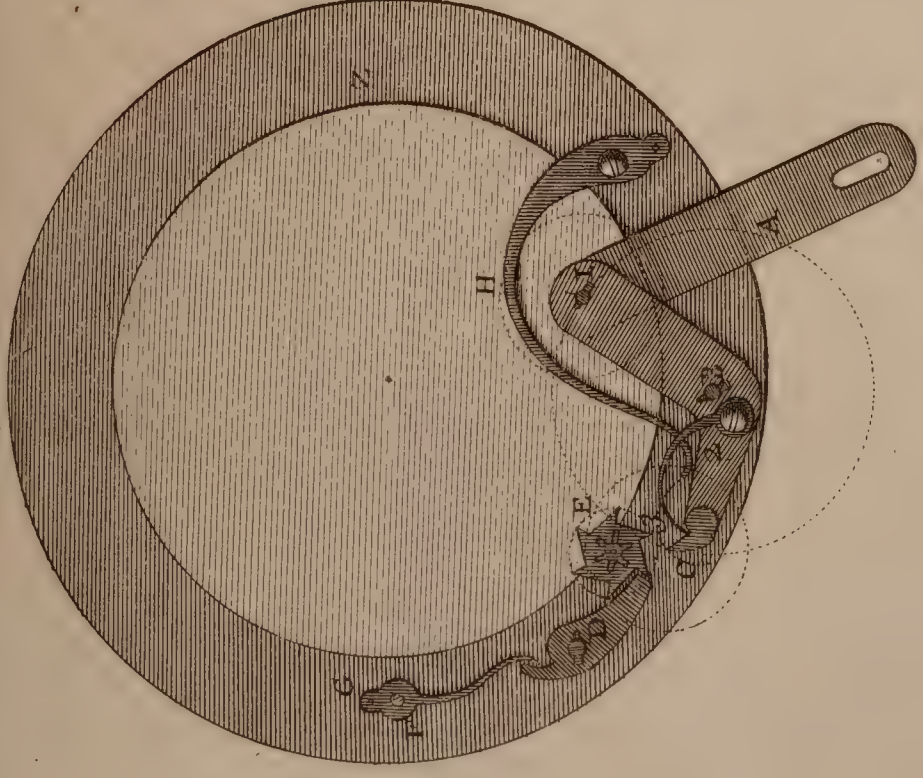
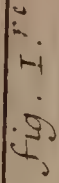


Fig. 2^c.

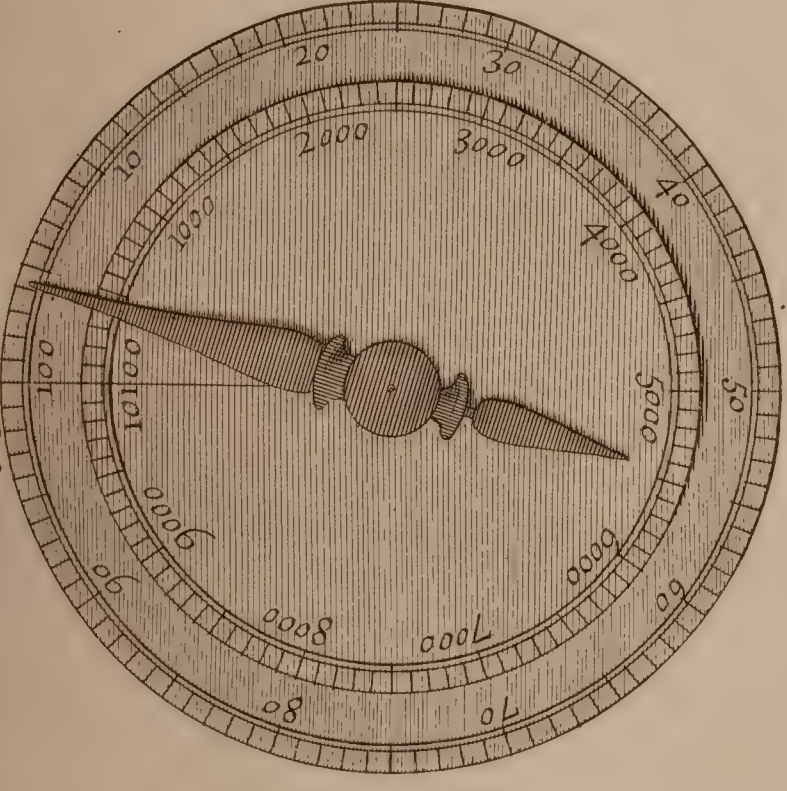


fig. 3.^e

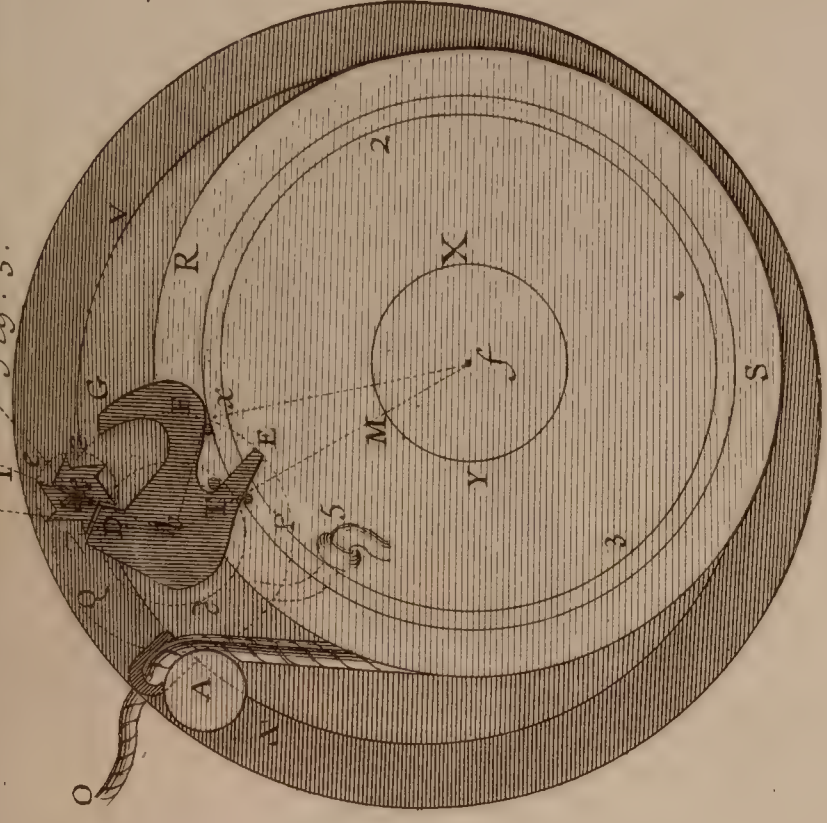


fig. 4.^e



fig. 5. e



7. 2



Fig 6

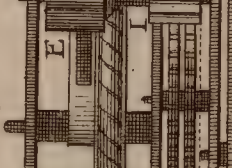


fig. 2.^e

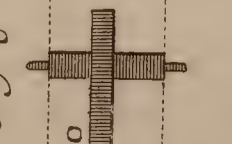


fig. 9. e.

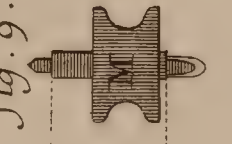
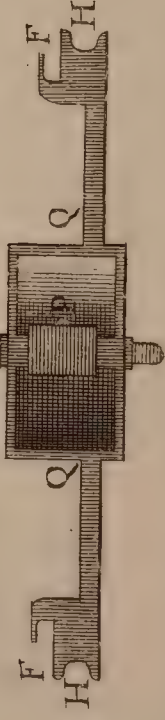
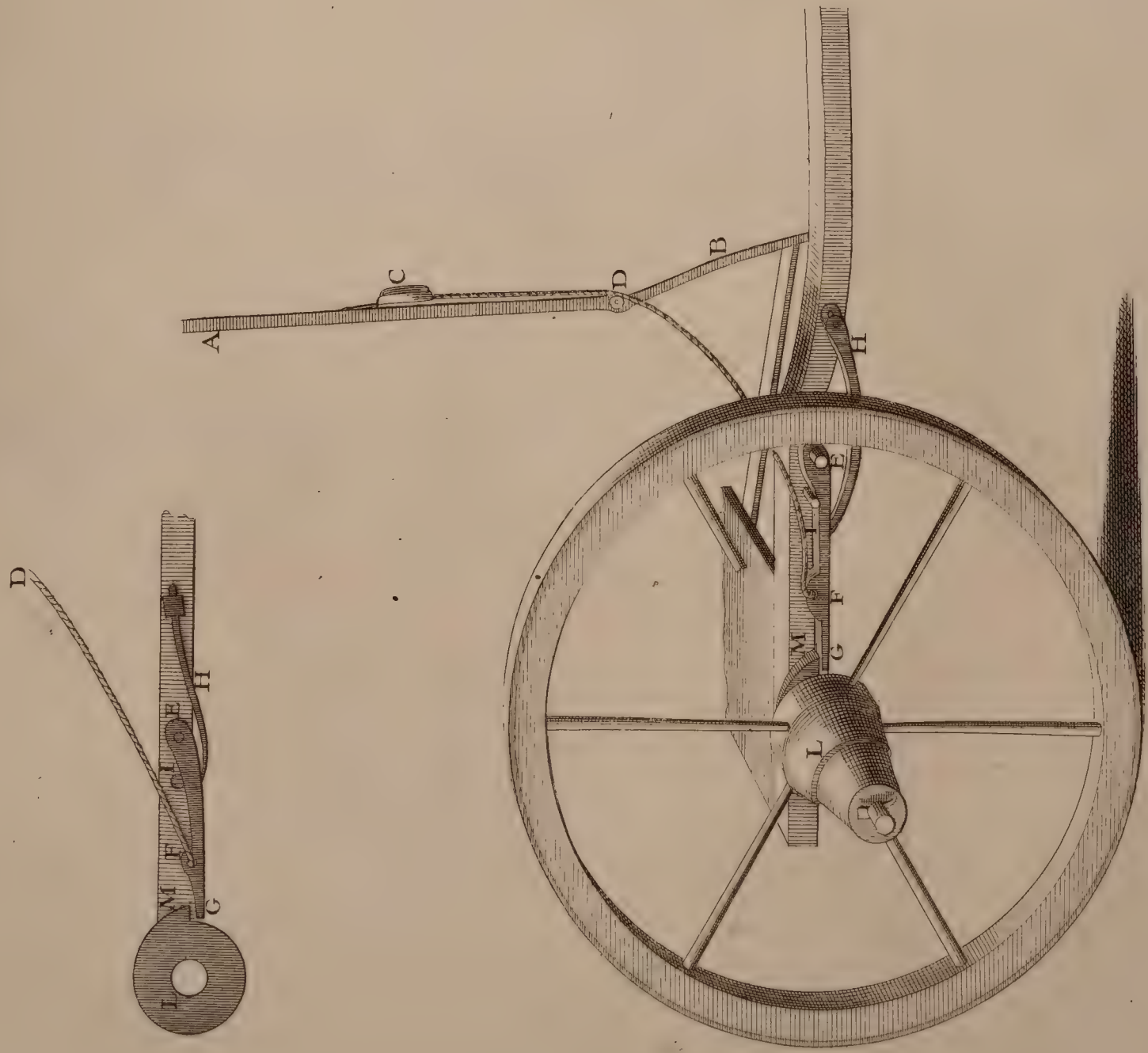


fig. 10.



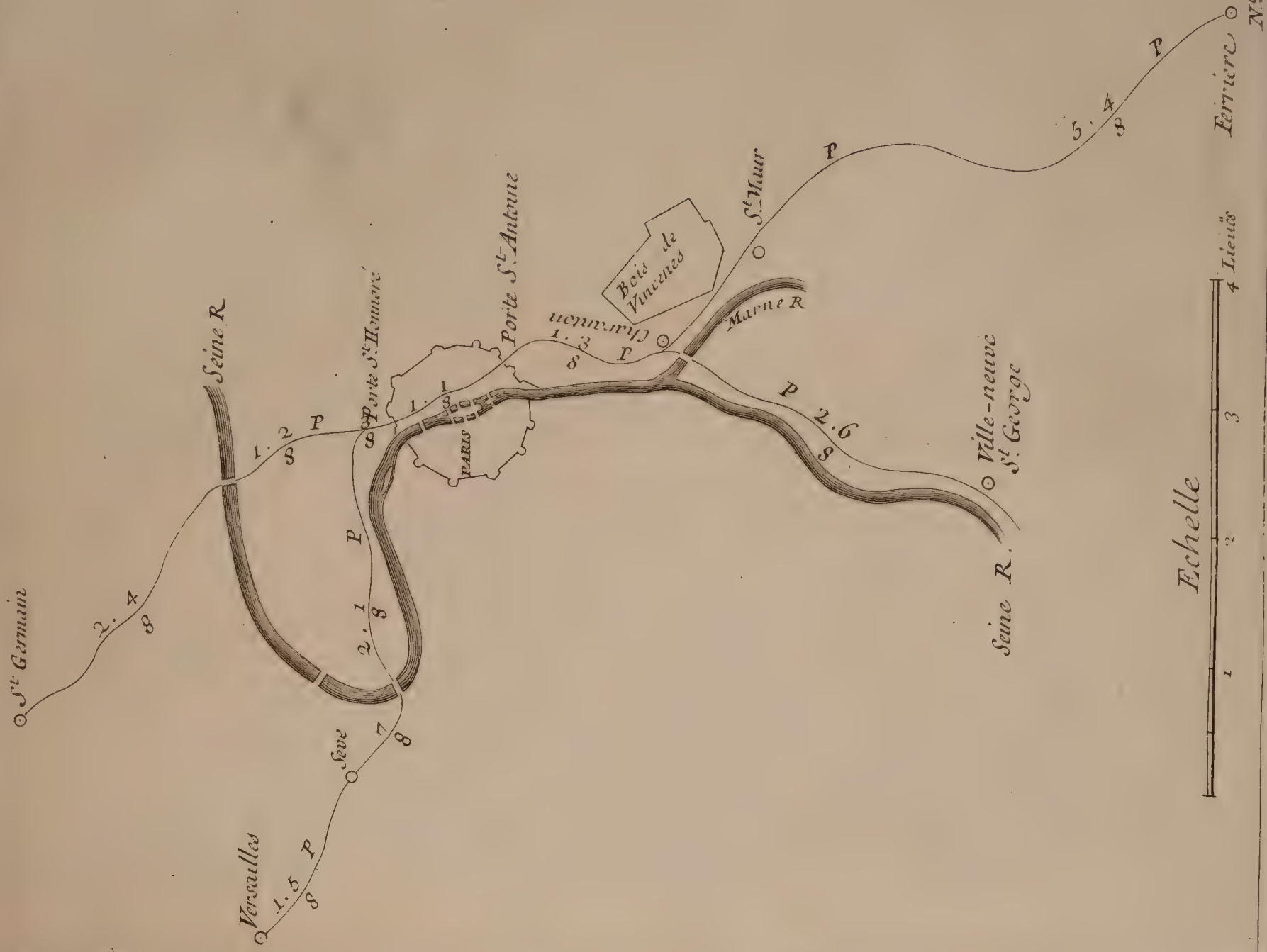
Detente pour l'odometre.



N^o 247.

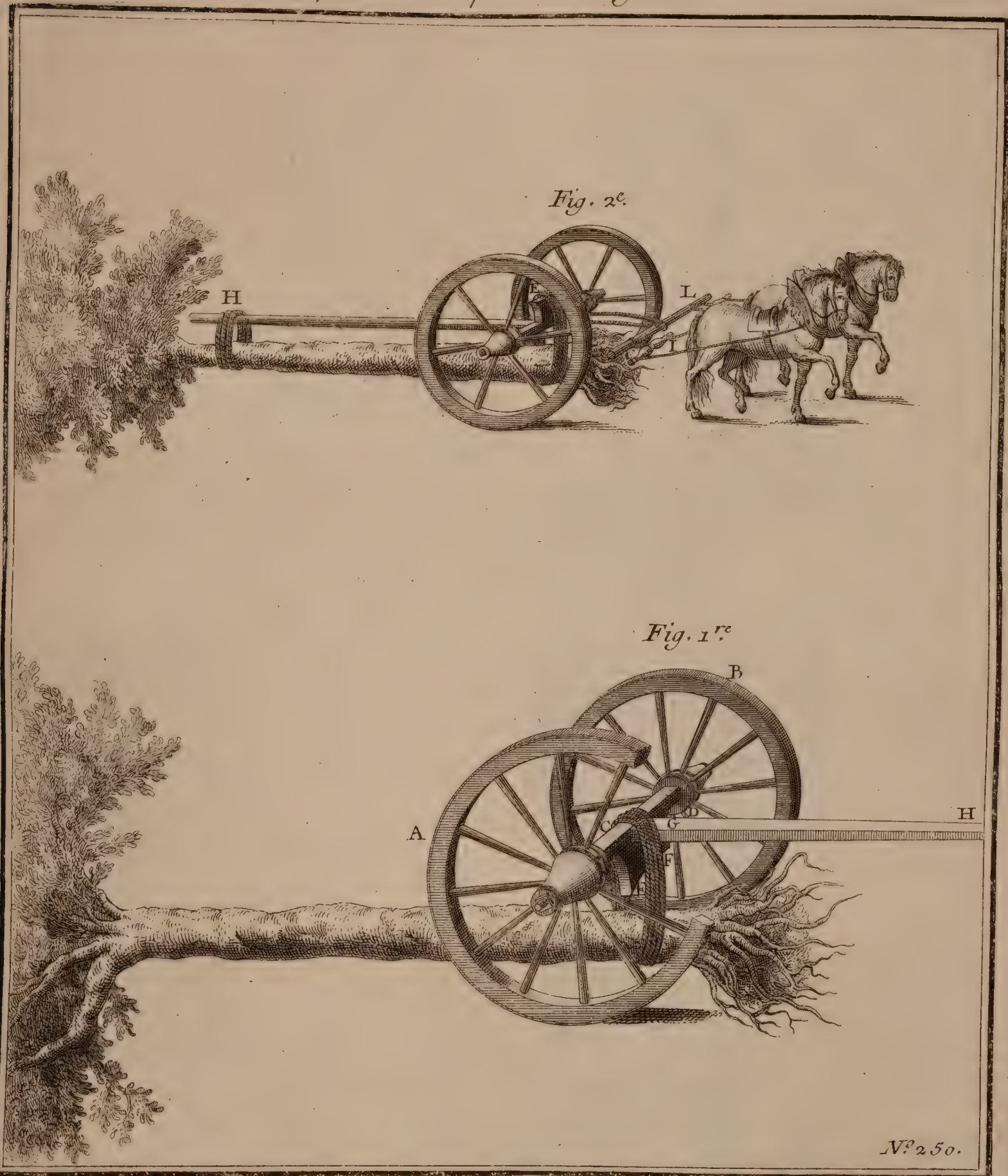
Huissier-Sculp.

Supplement à l'odometre



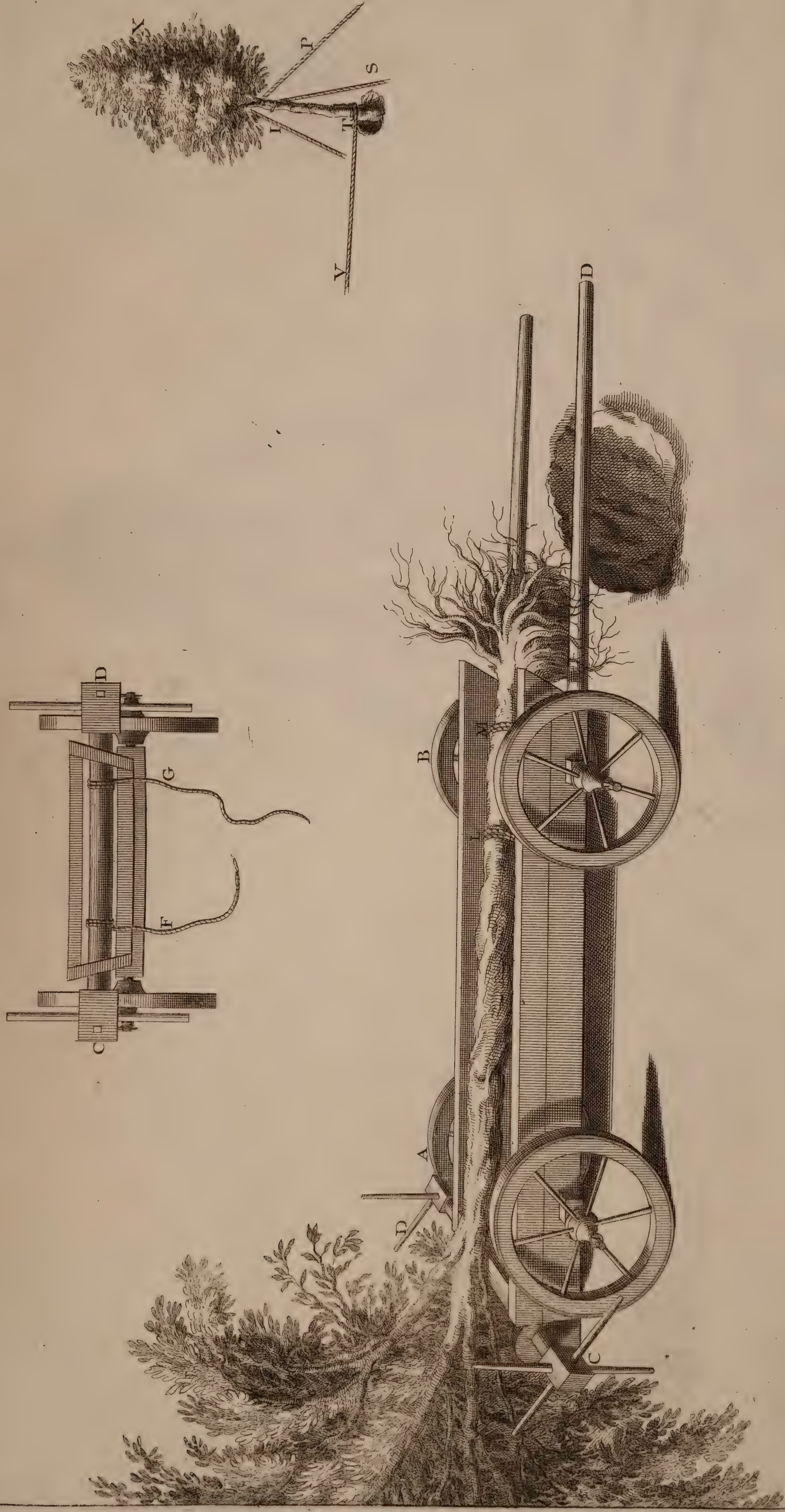
D'Heuland Sculp.

Machine pour Transplanter des grands Arbres.



Meulland Sculp.

Nº 250.



Machine pour transplanter les grands Arbres.

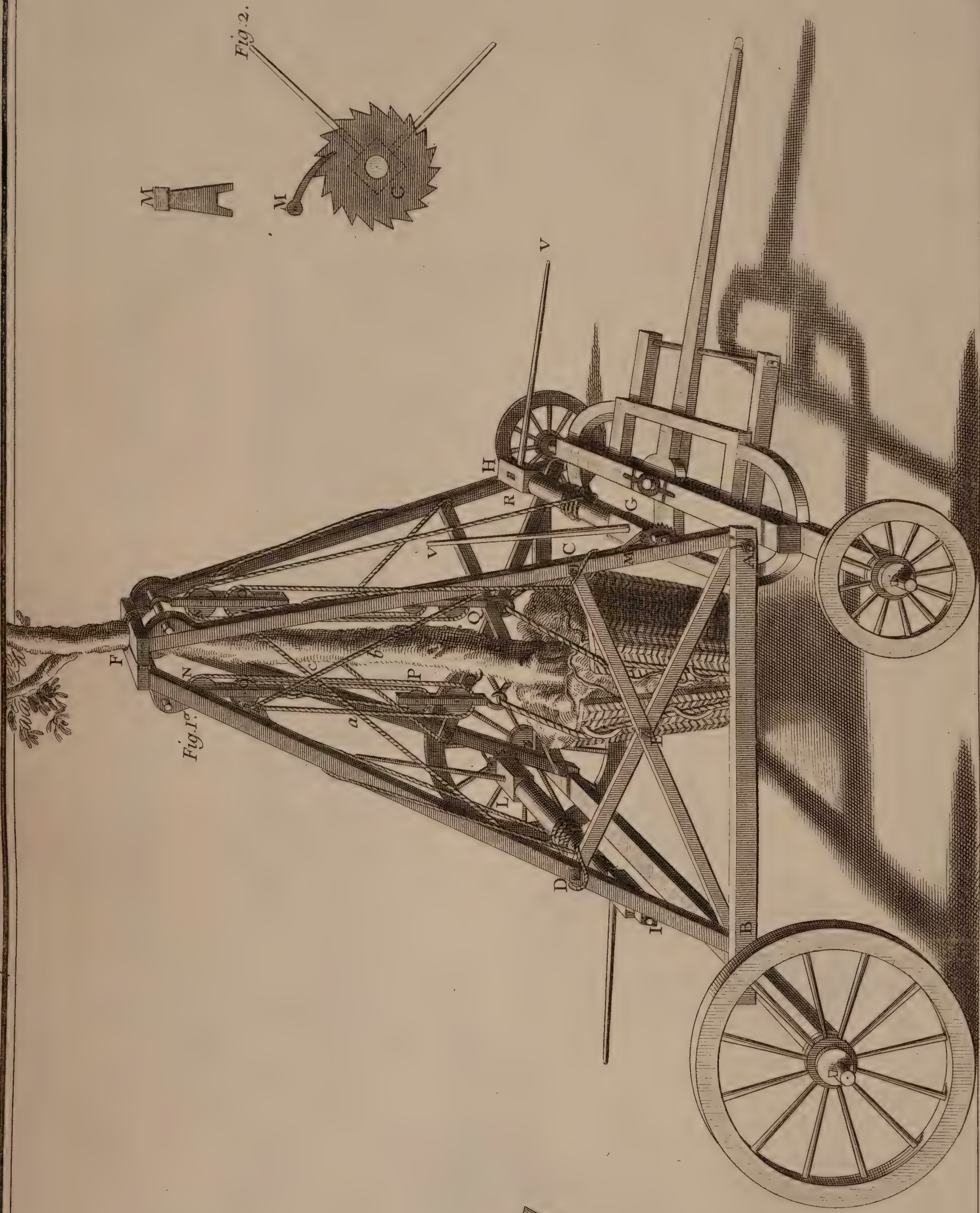
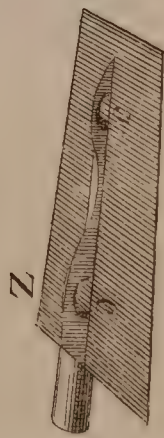
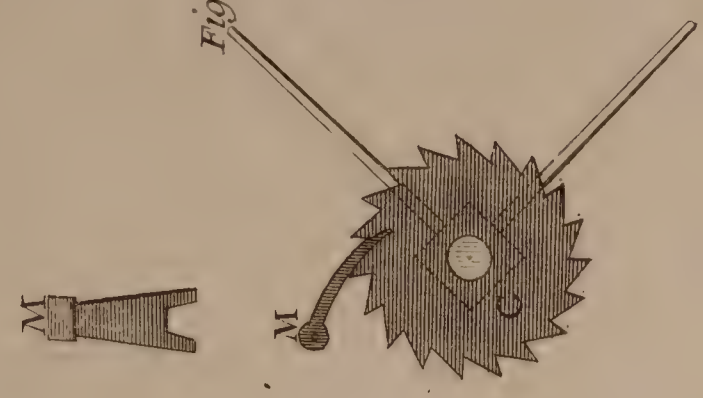
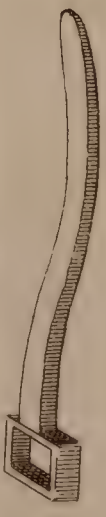


Fig. 1.

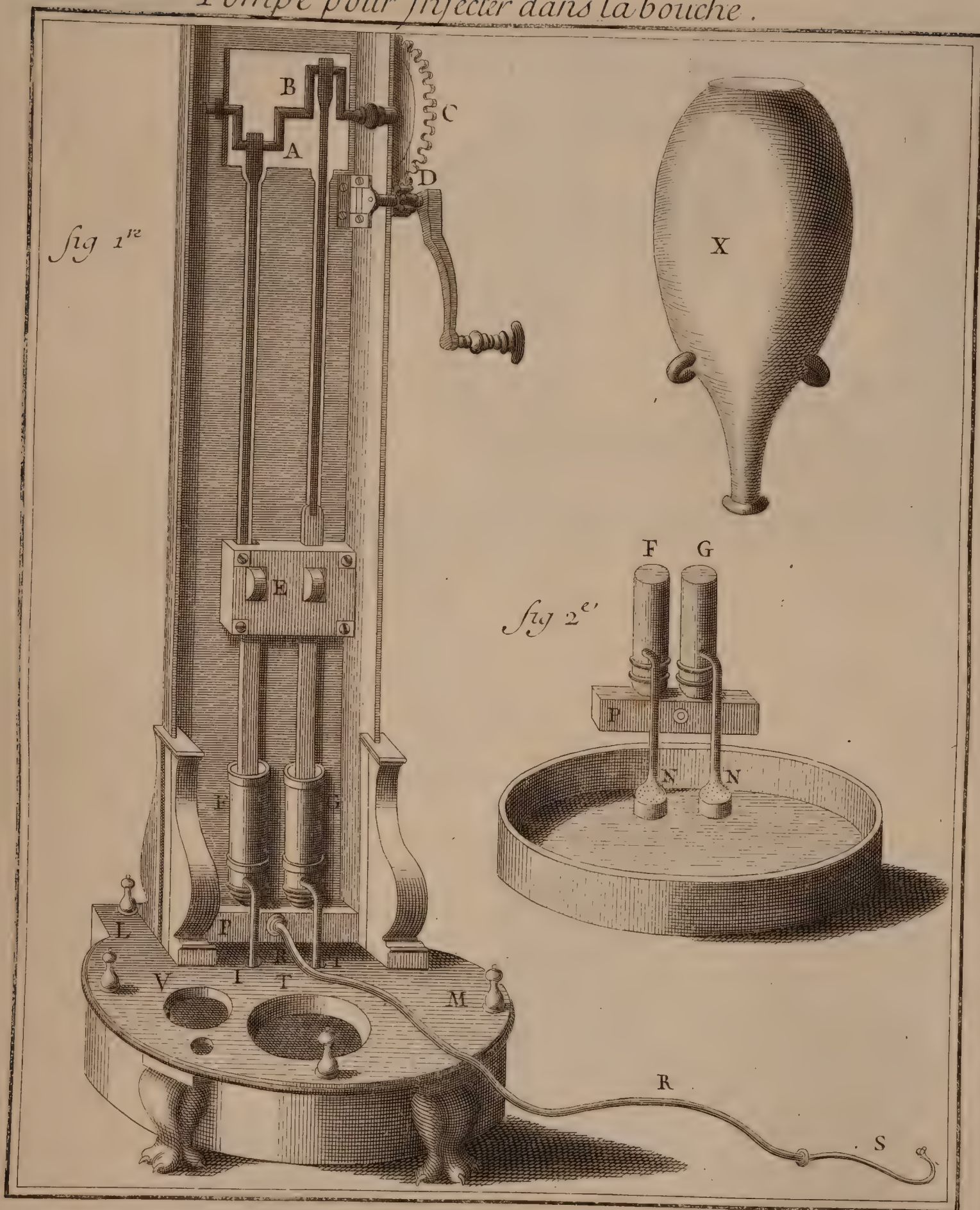
Fig. 2.



Manivelle pour démonter les Ecrous.



Pompe pour injecter dans la bouche.





Machine pour diminuer les frottements.

fig. 2.^e

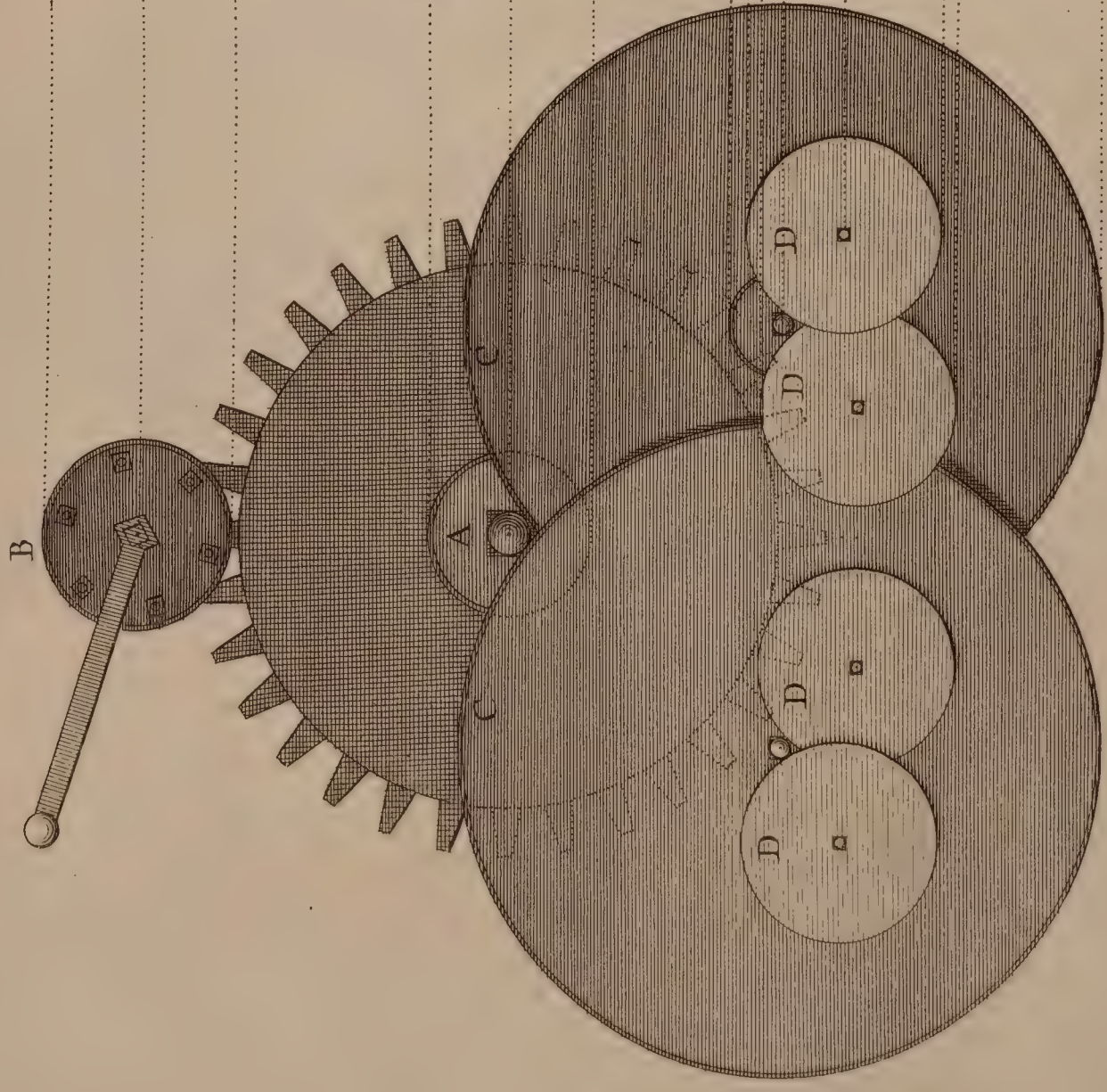
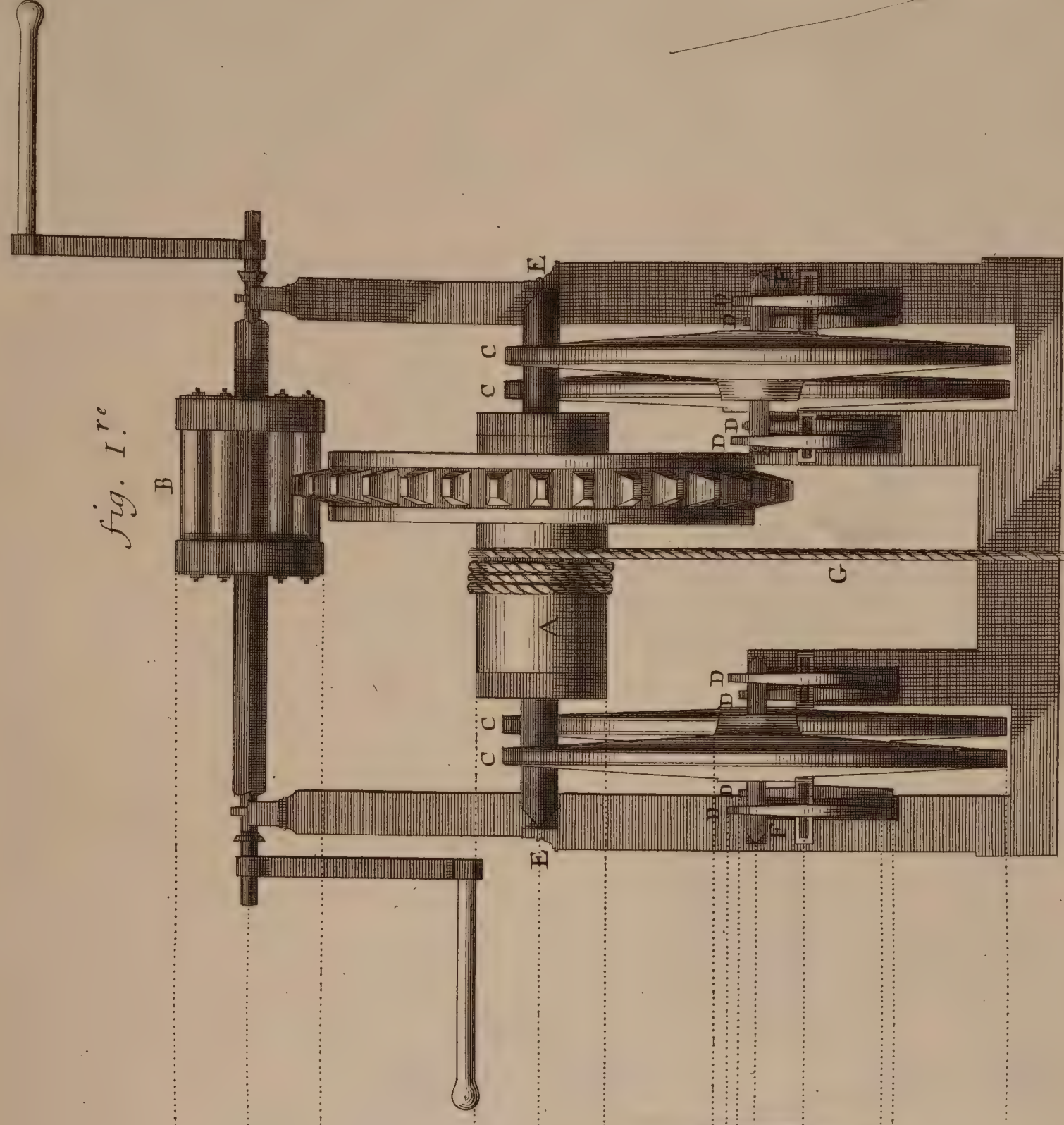


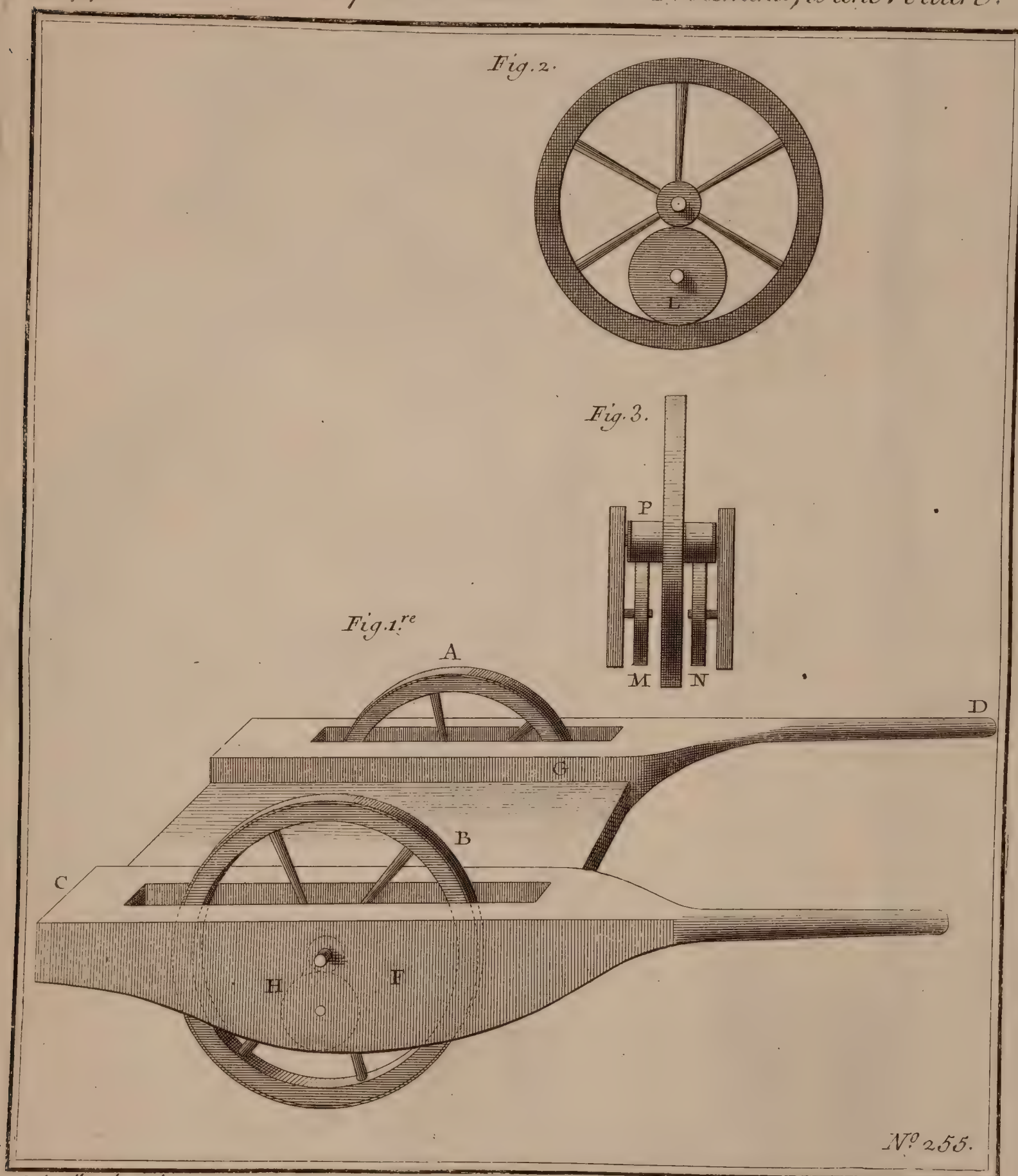
fig. 1.^{re}



Echelle de 2 Pieds.



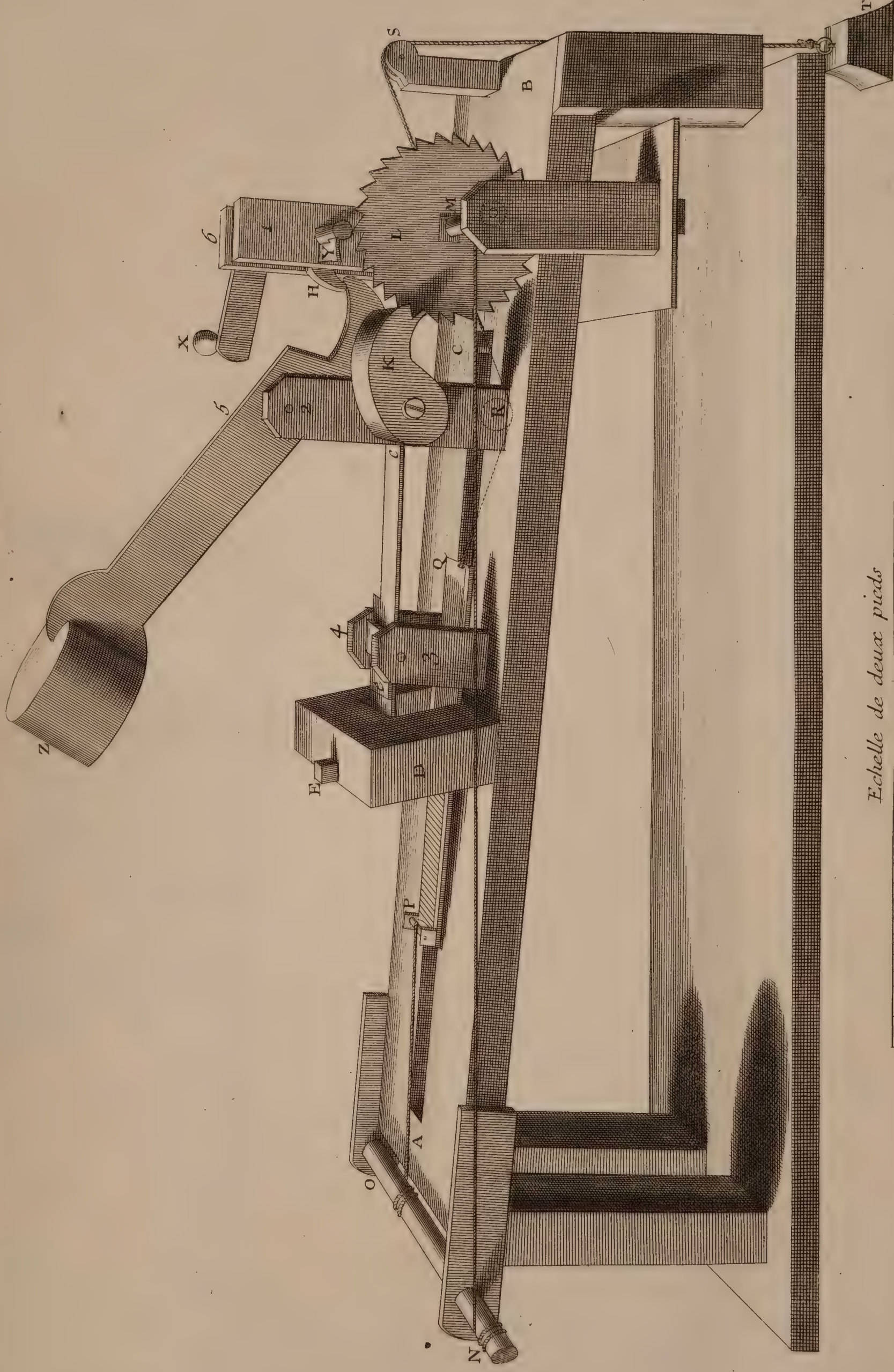
Application du Moyen de diminuer les Frottements, à une Voiture.





Machine pour tailler des grandes limes

Planche 1^{re}.



Echelle de deux pieds

1. 2. 3. 6. 1 pied. 2 pieds.

N^o 256.

Heriott Sculp.

les Limes.

Plan. 2.

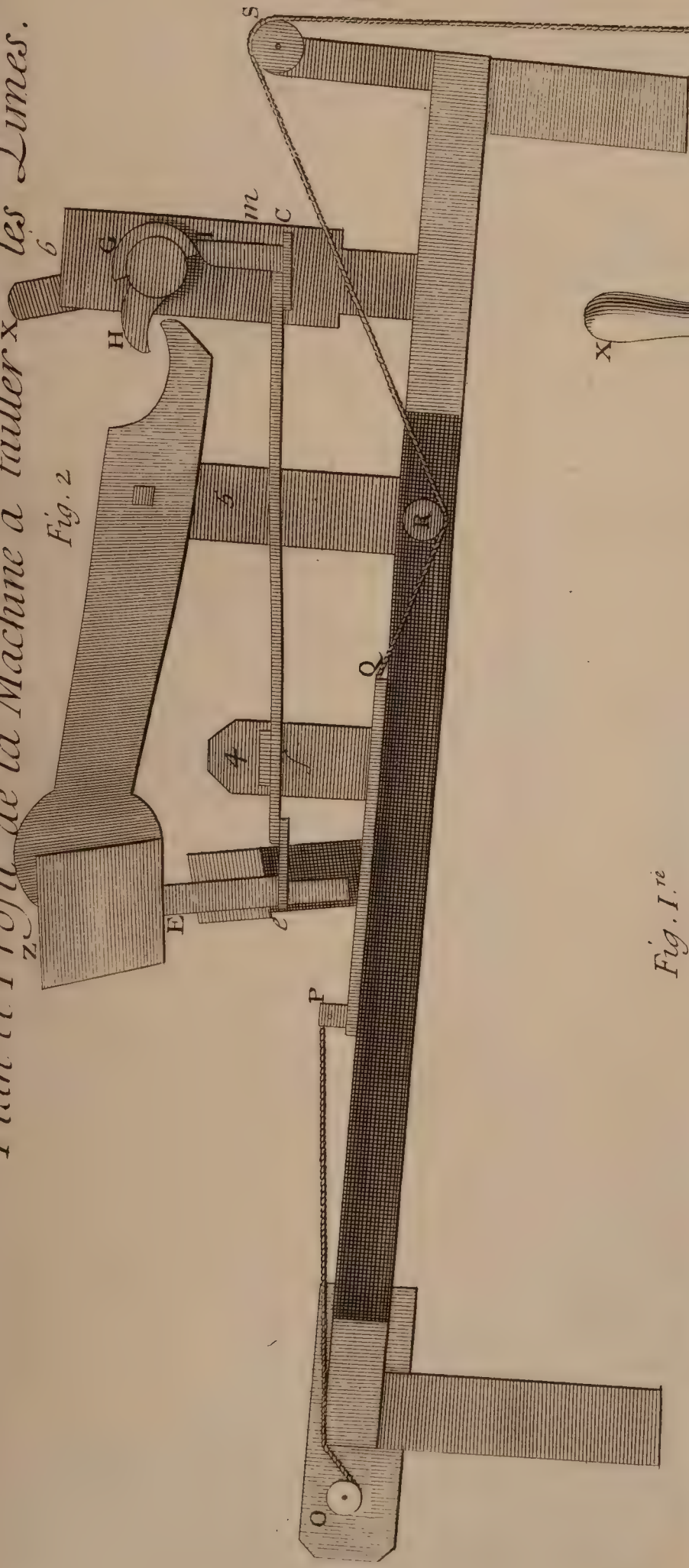


Fig. 1.^{re}

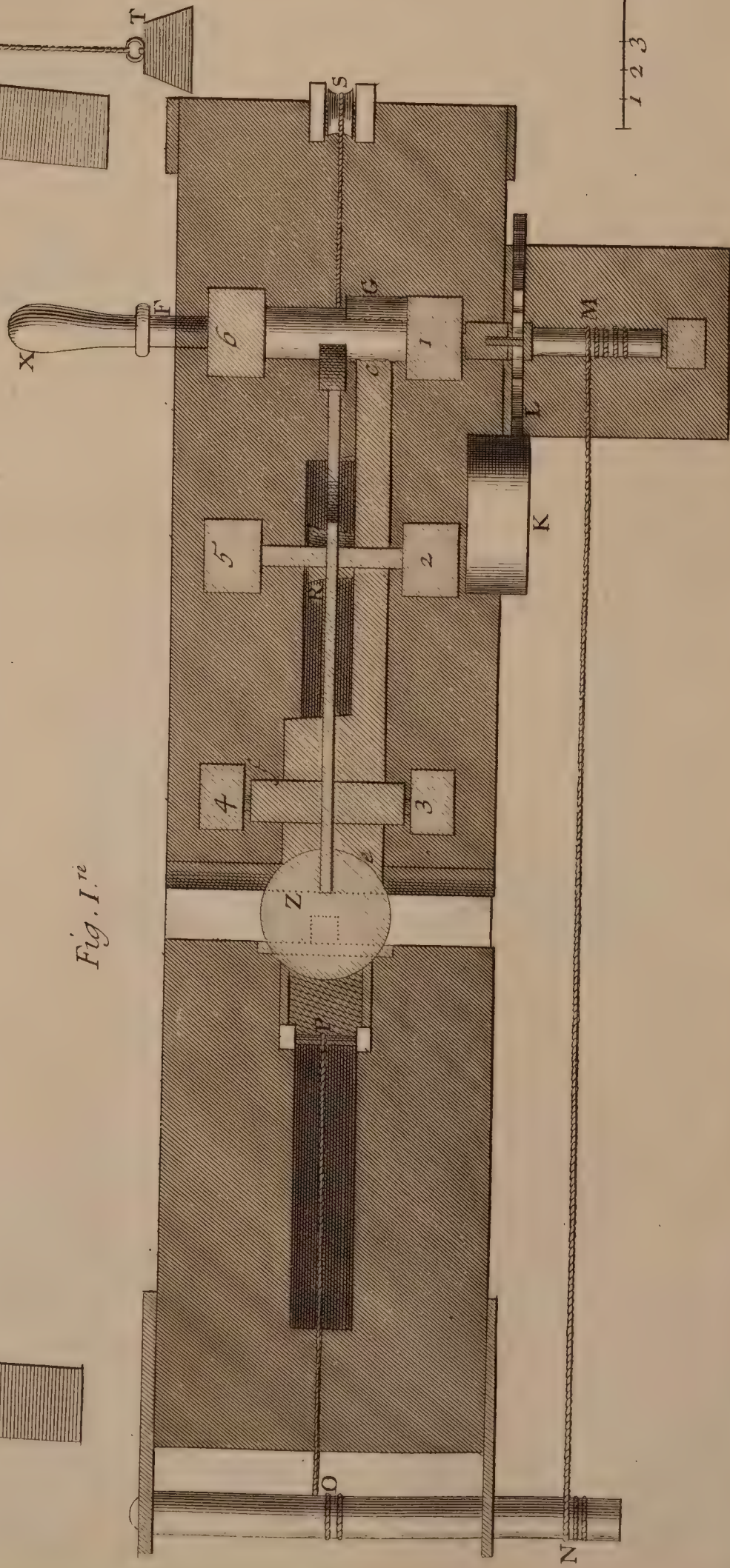
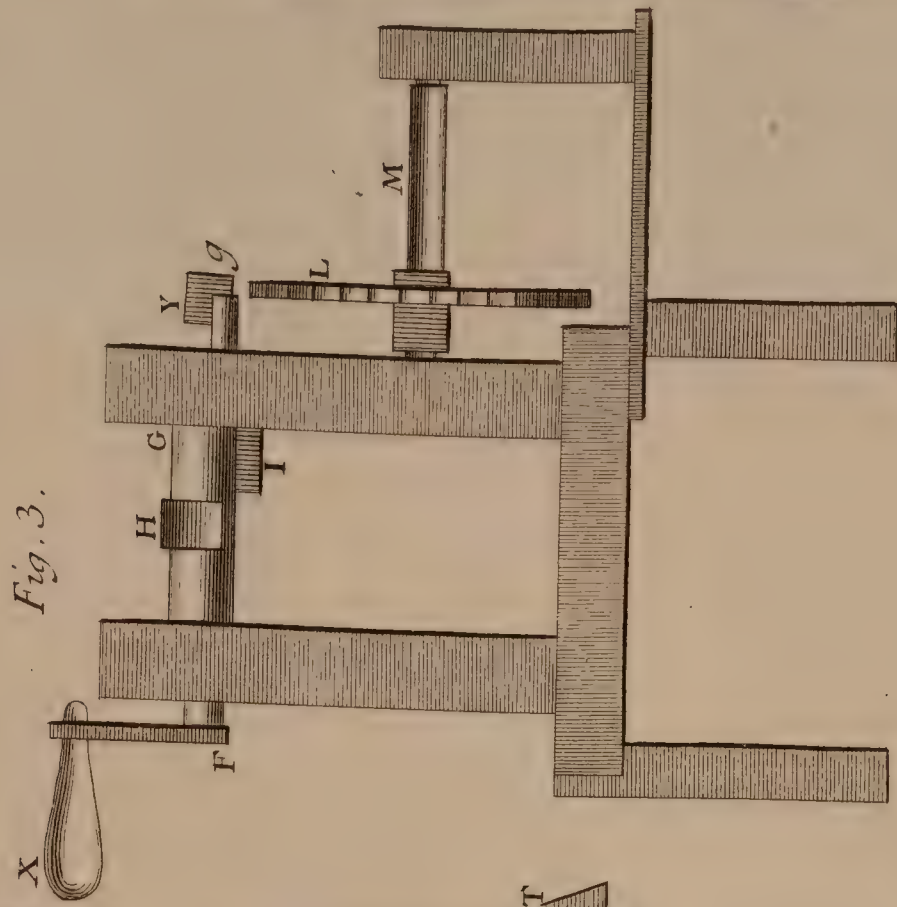


Fig. 3.



Echelle de 2. Pieds

24 Peds

N. 257.

Heriset Sculp.

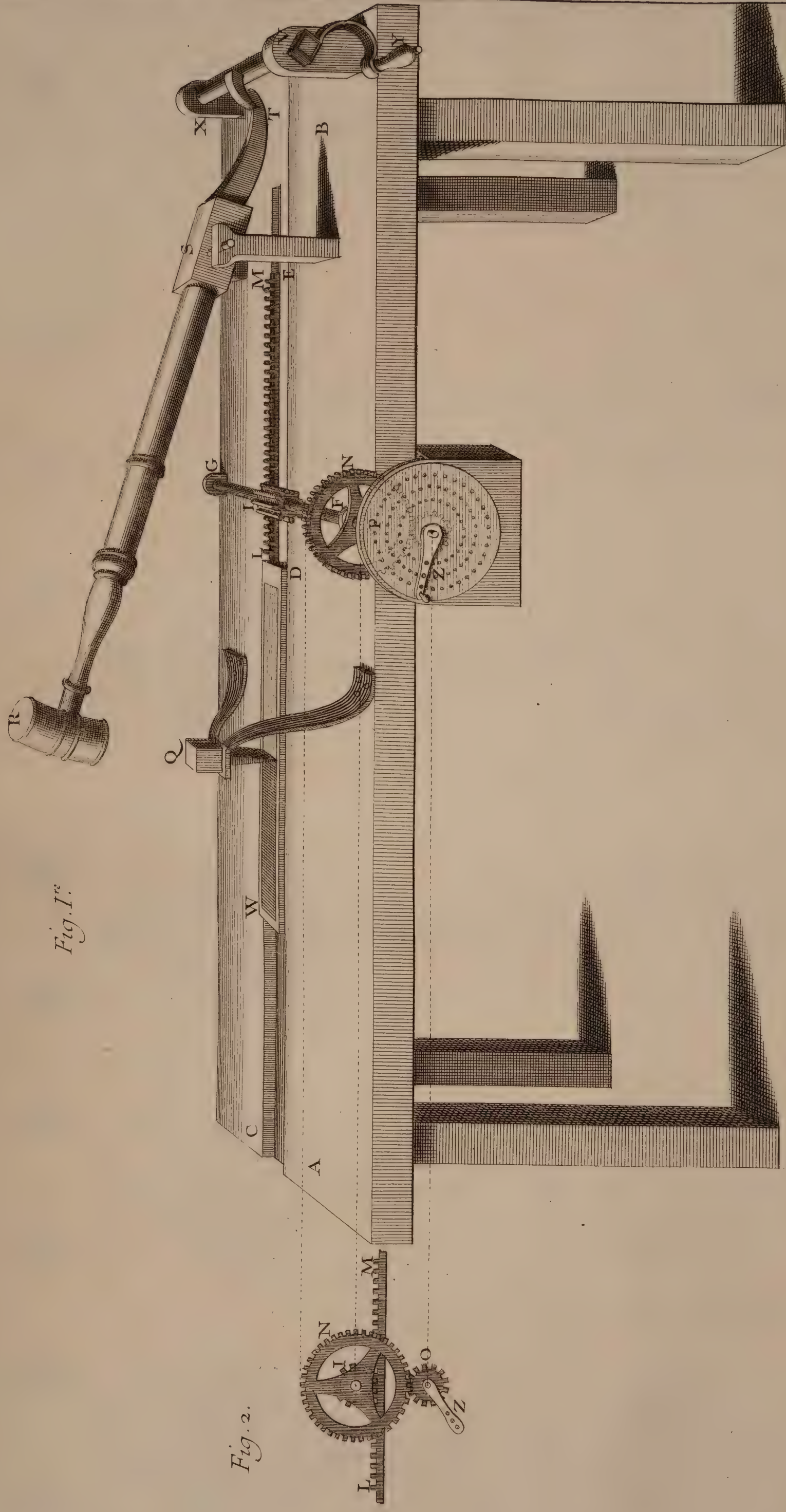
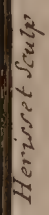


Planche I^{re}.







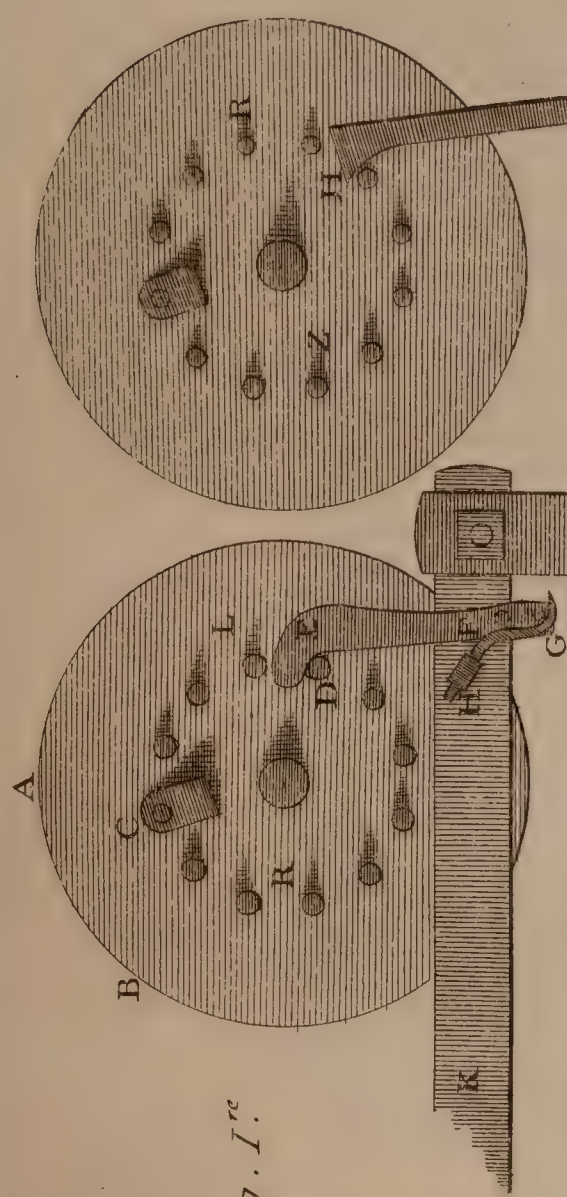


Fig. 1.^{re}

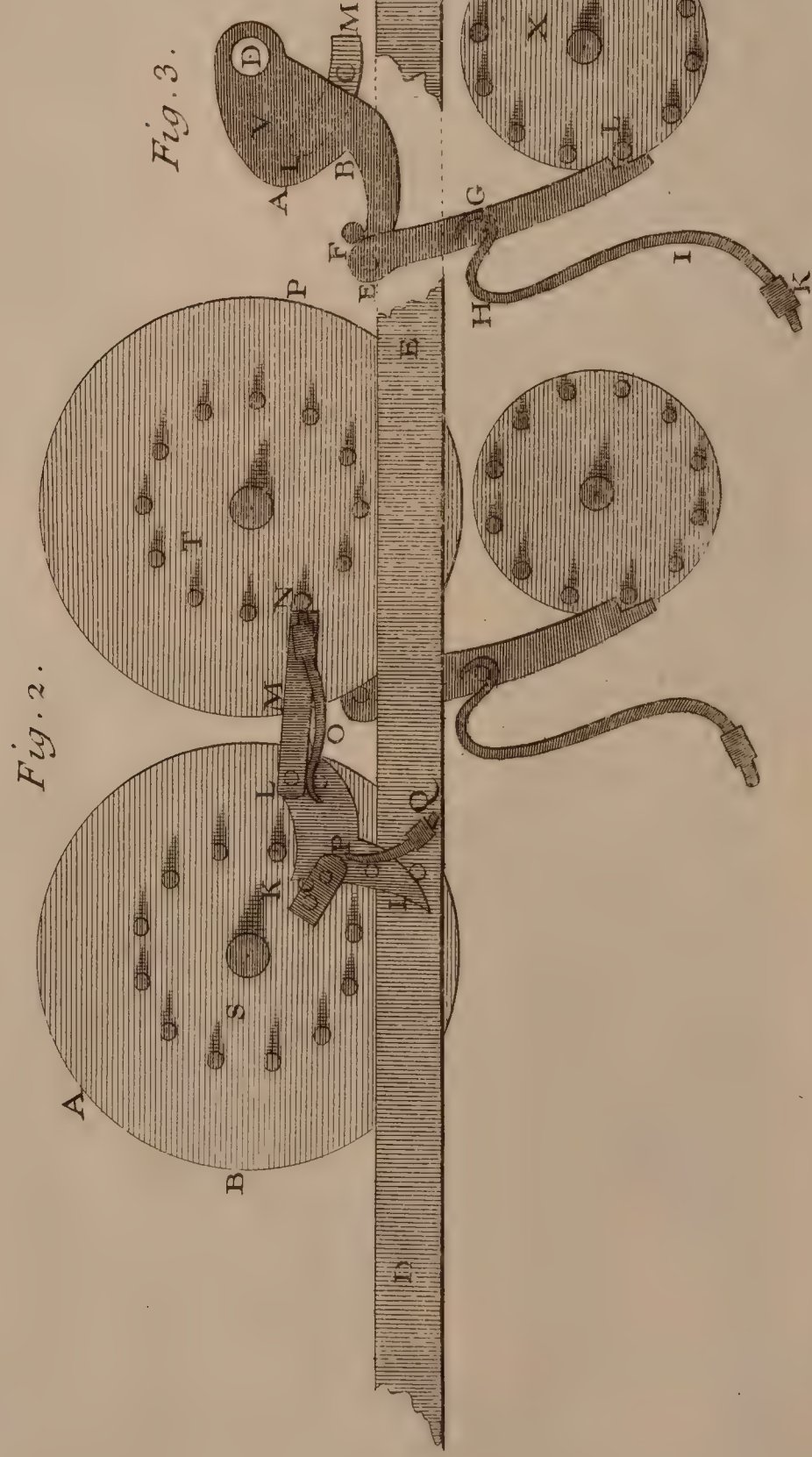
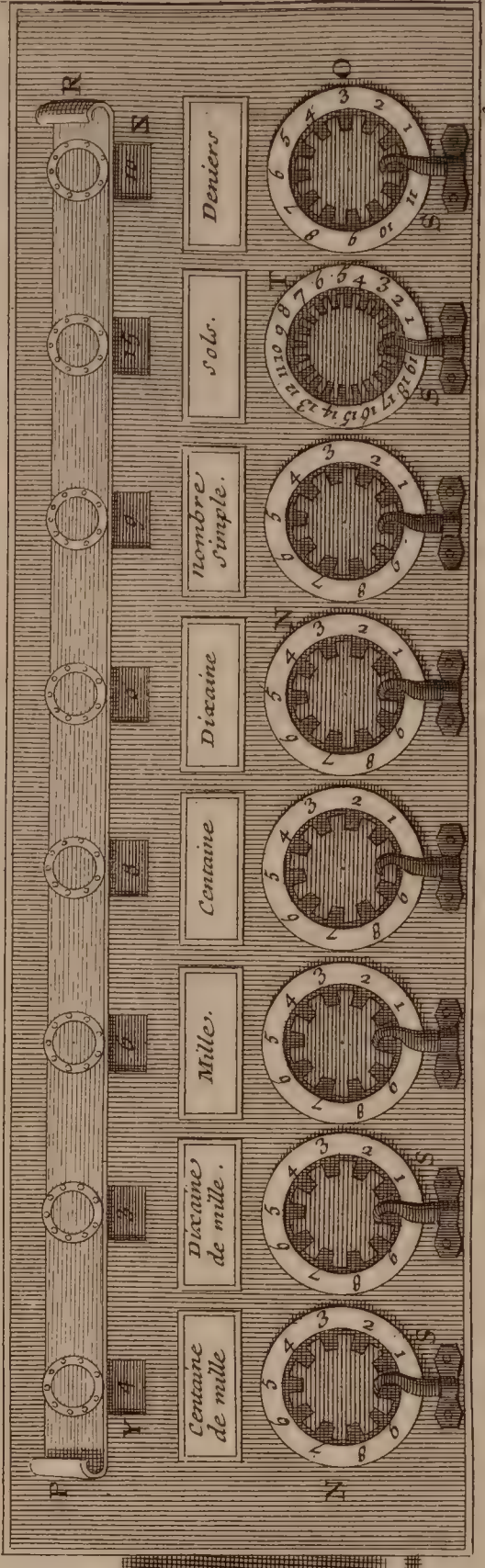
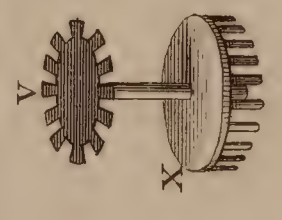
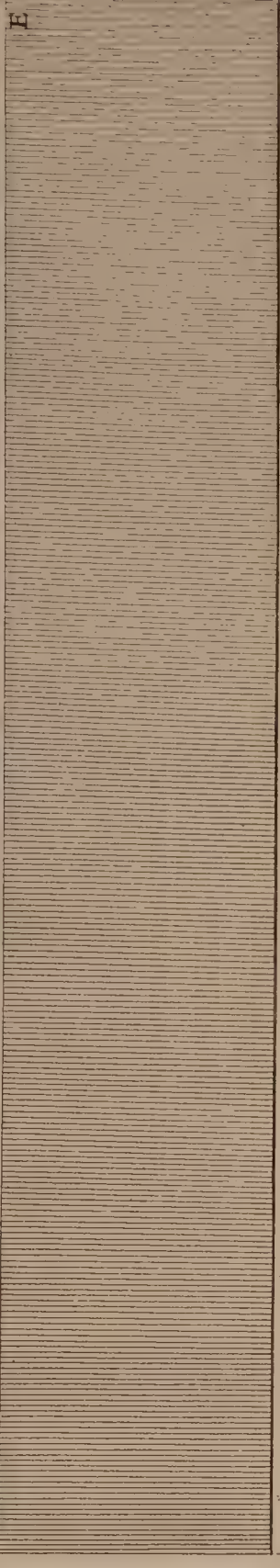
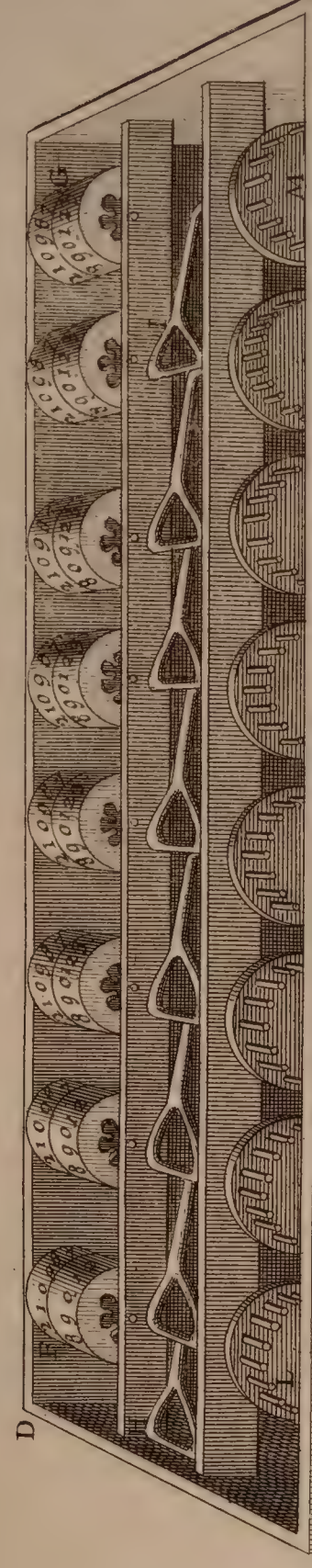


Fig. 2.

Fig. 3.

Fig. 4.





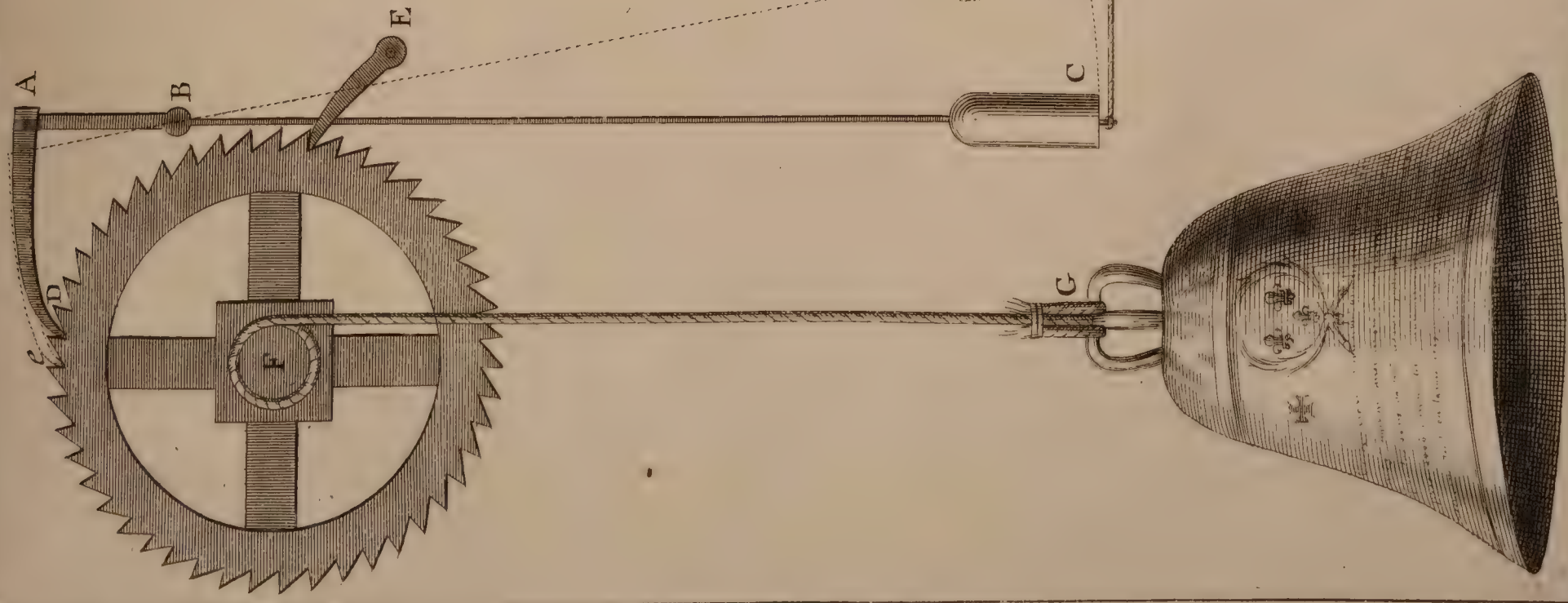


Fig. 1re.

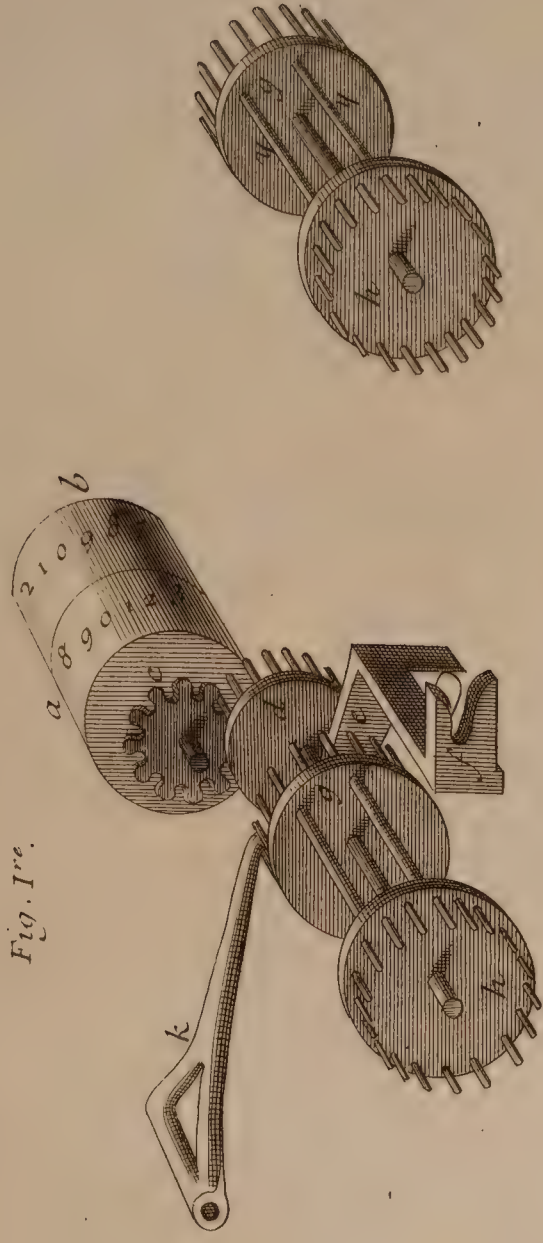
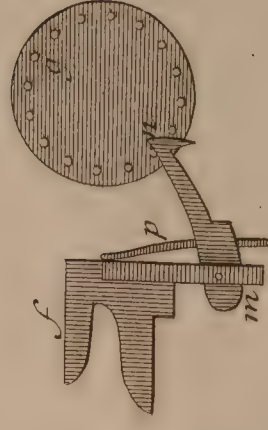
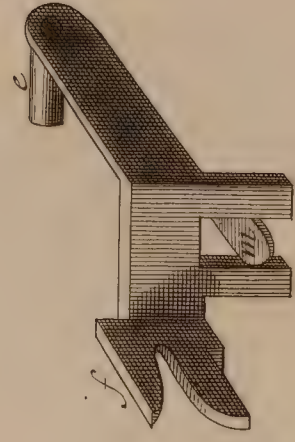


Fig 2



Globe Terrestre



Nº 265.

Dheulland Sculp

Pompe pour elever de l'Eau.

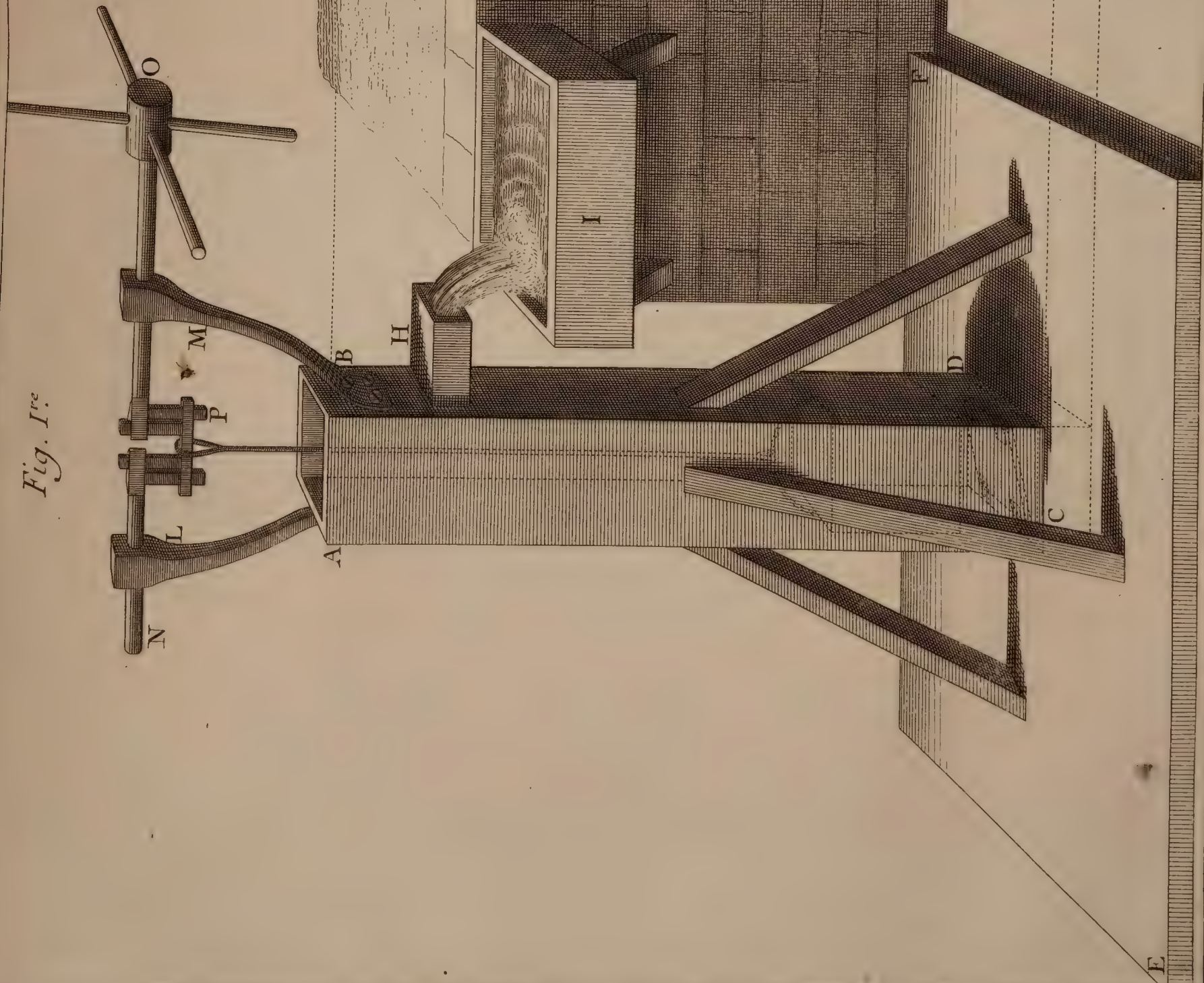


Fig. 1.^{re}

Fig. 2.^{eme}

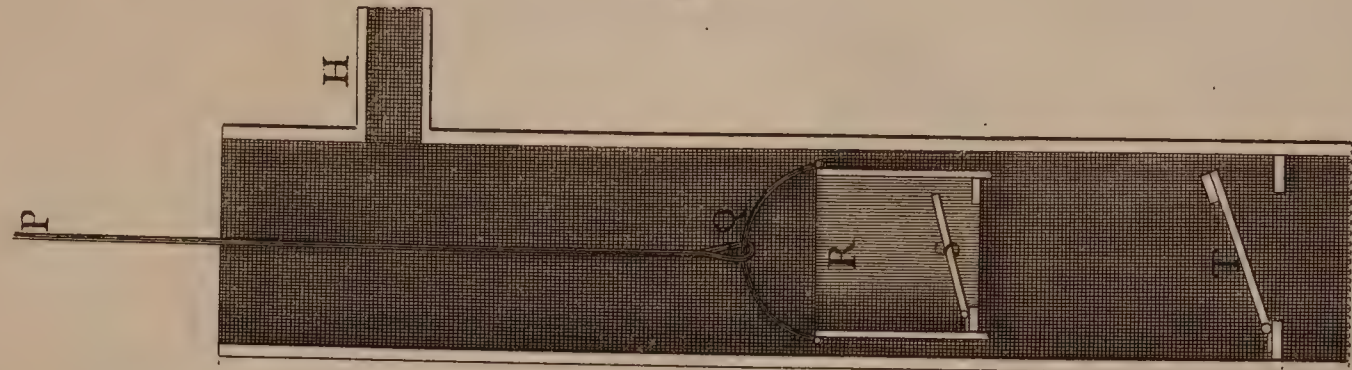
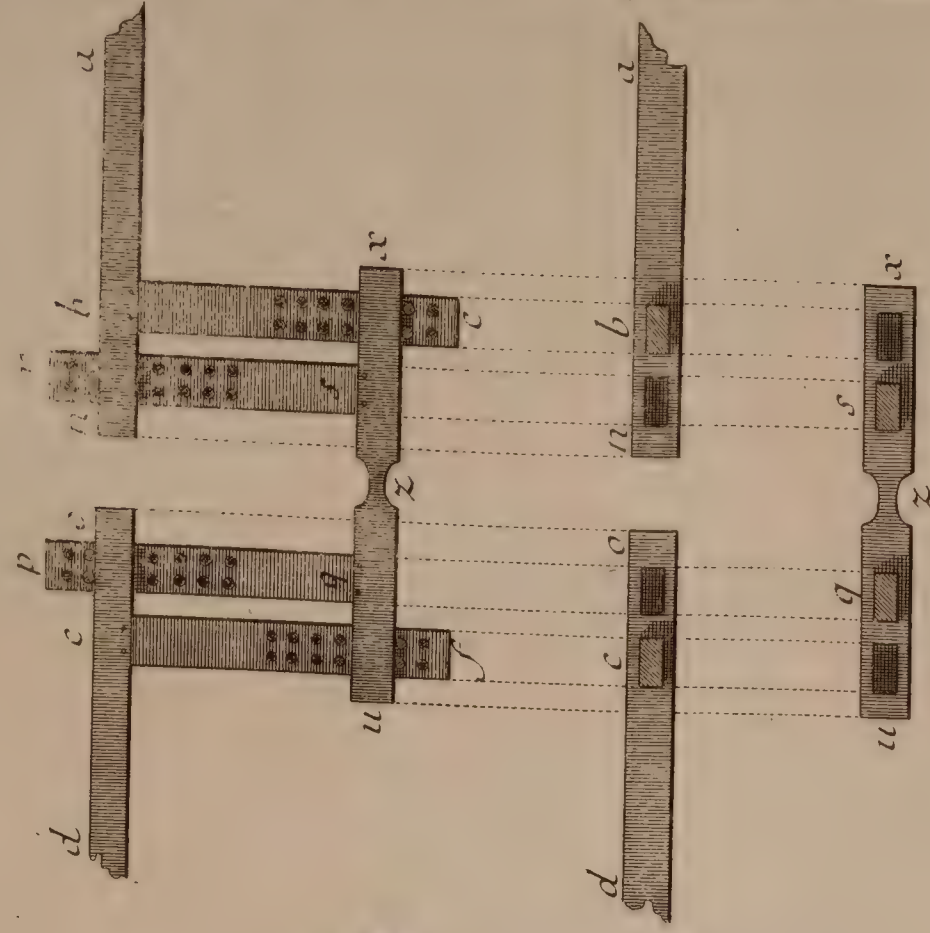


Fig. 3.^{eme}



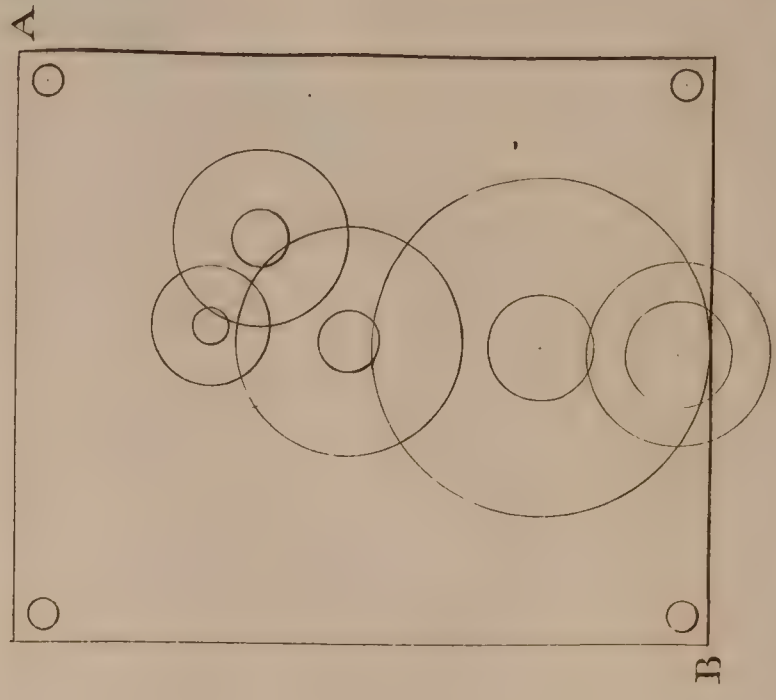
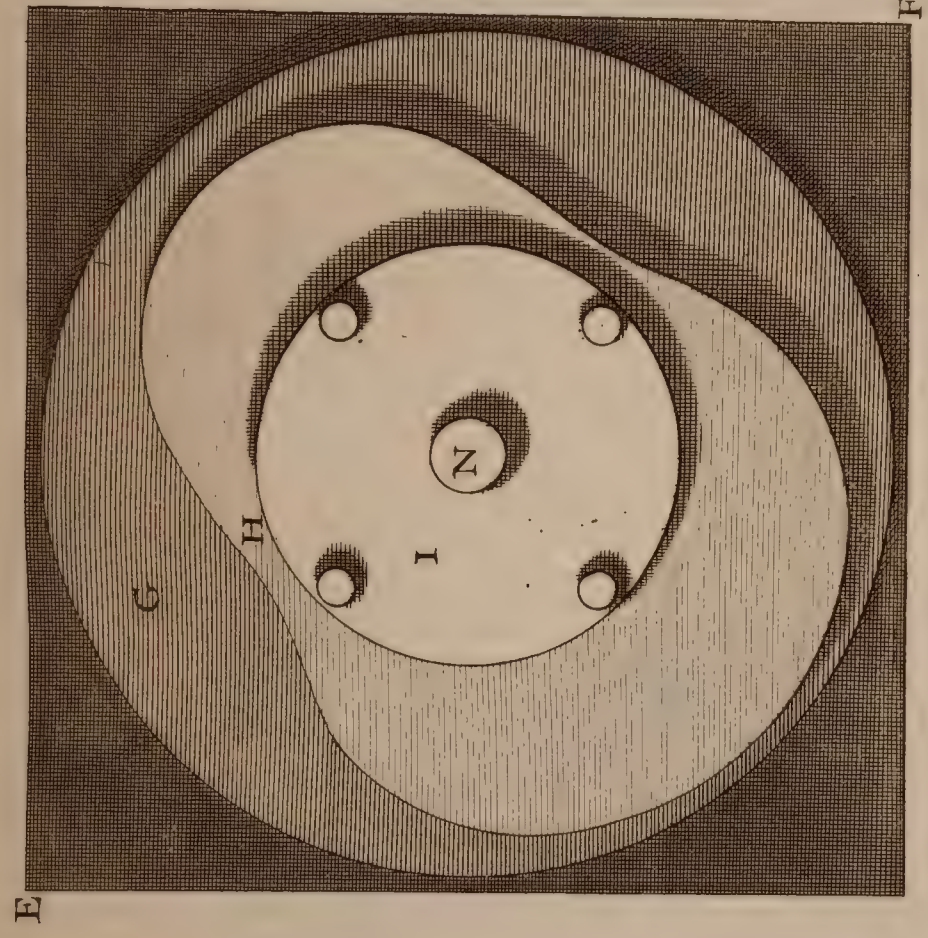
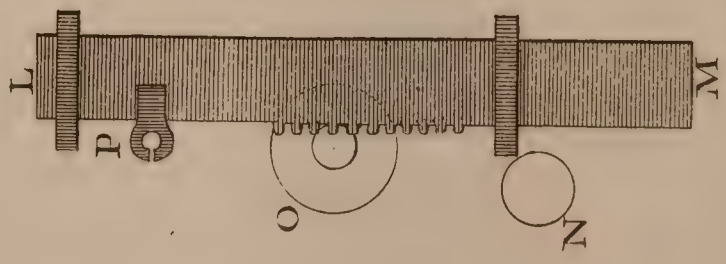
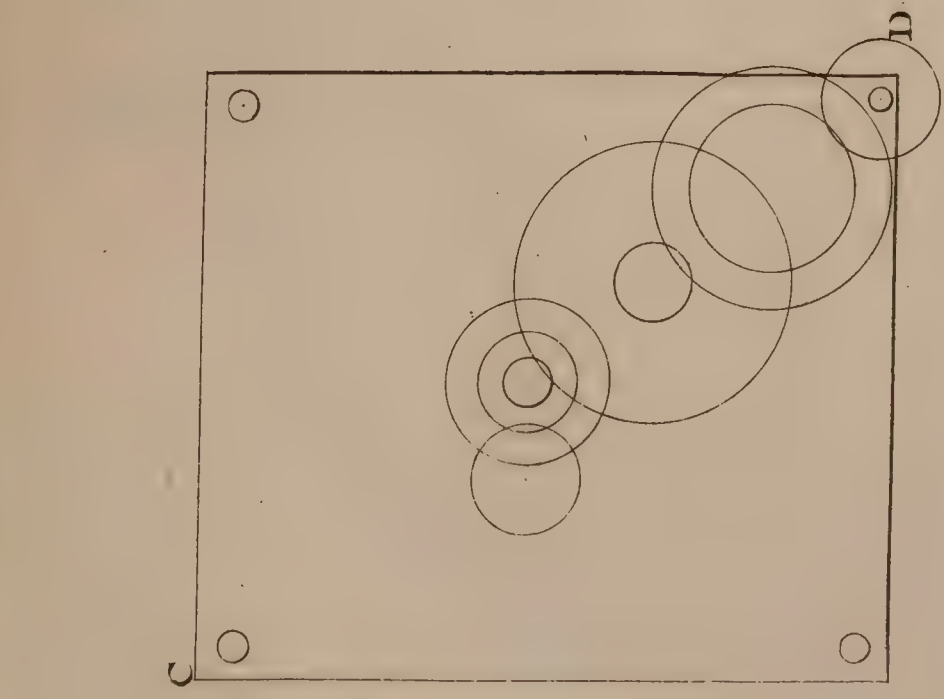
Quadrature de Pendule qui marque le tems vrai.



N^o 267.

D'houlland sculp.

Pendule à secondes suivant l'Equation.



N° 208.

Herivel Sculp.

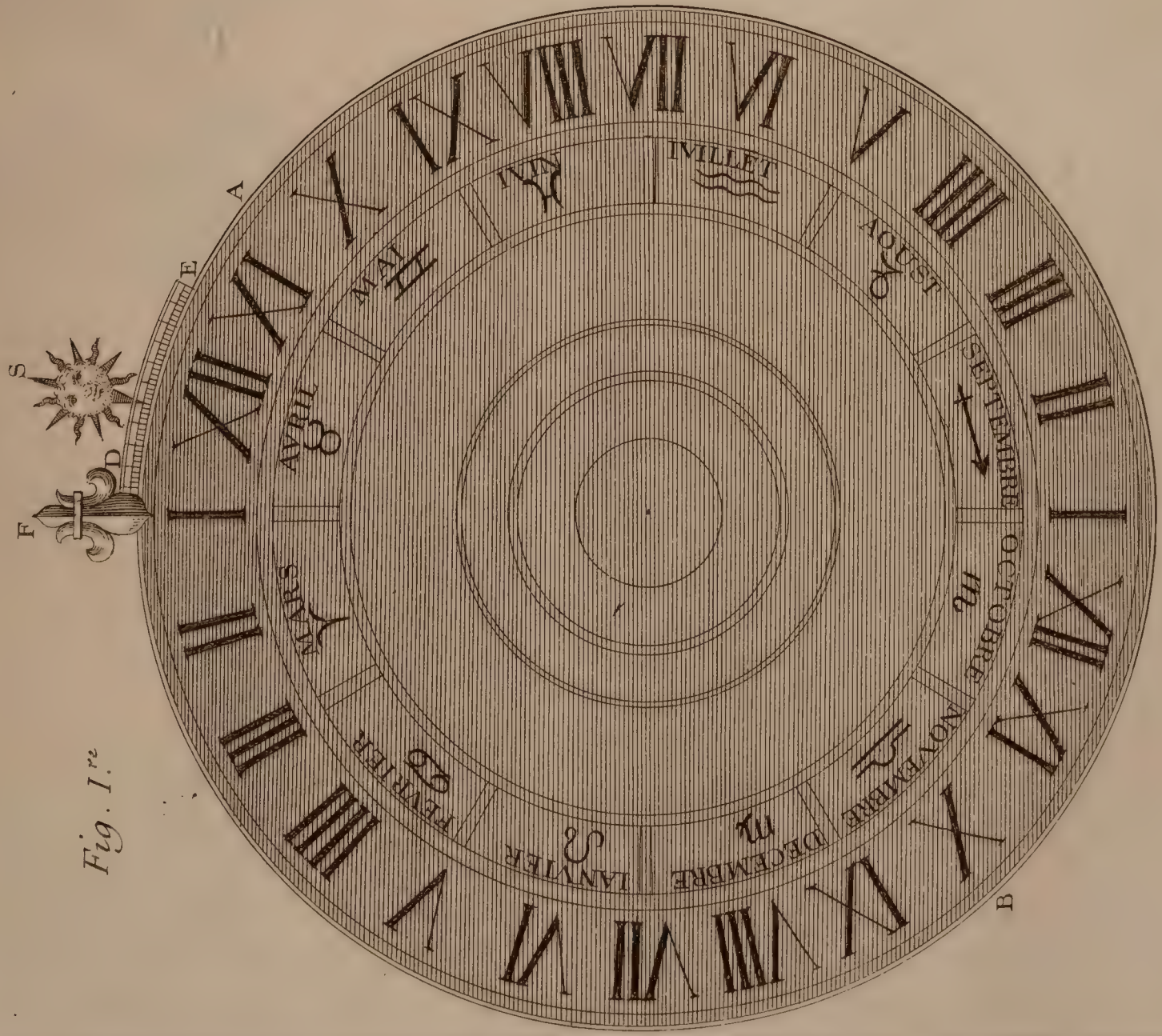


Fig. 1.ª

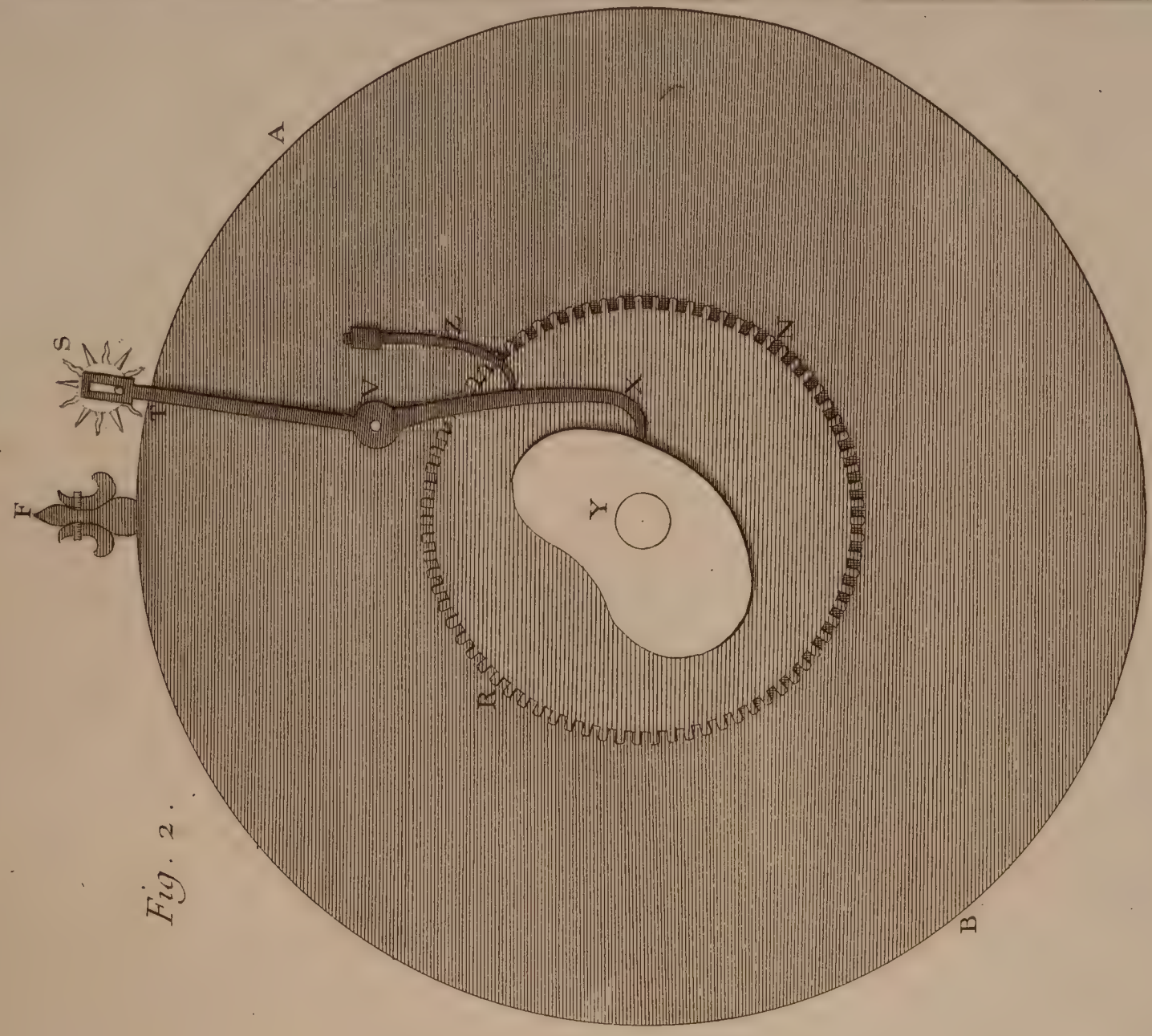
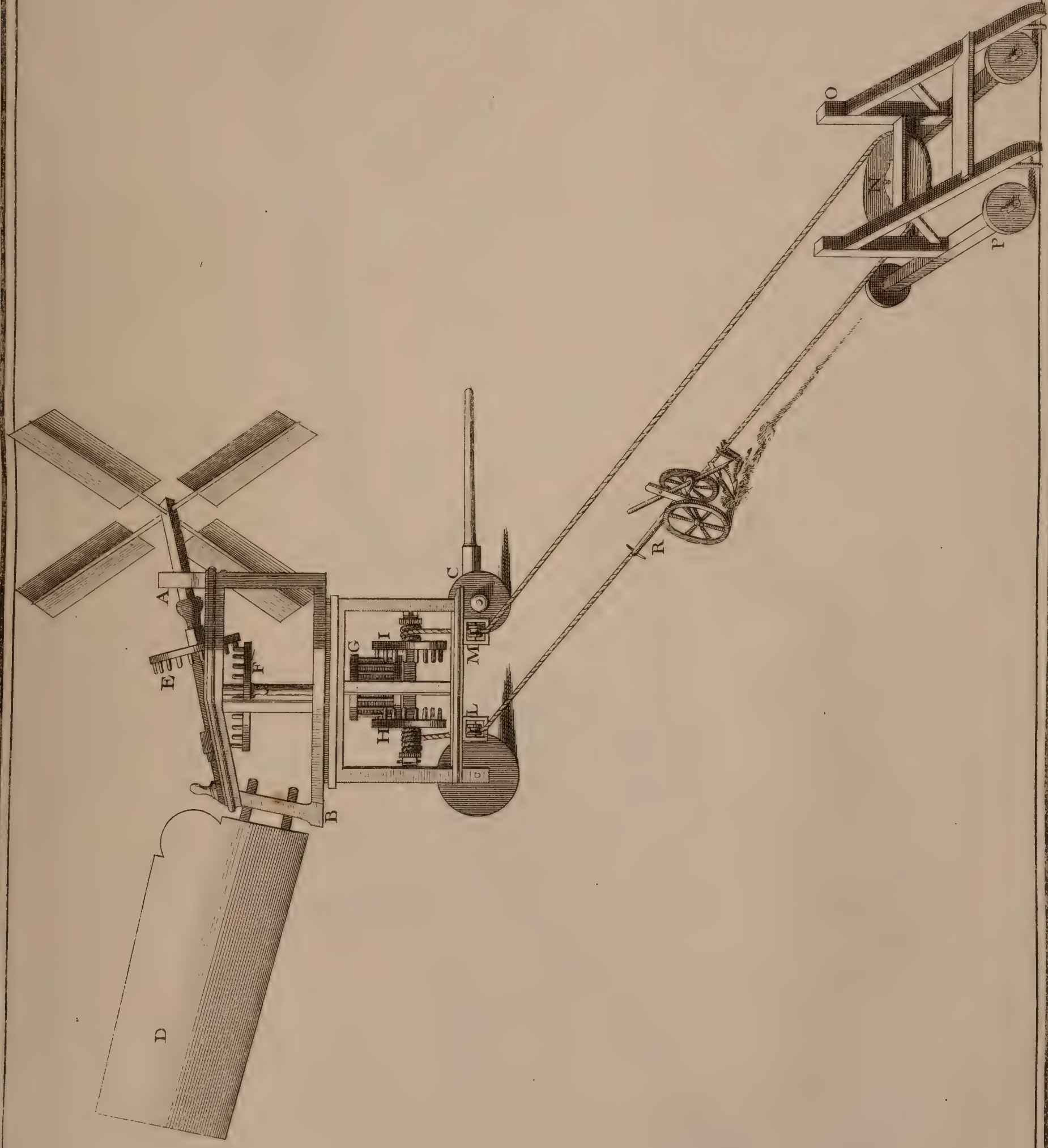


Fig. 2.

Moulin pour labourer les Terres sans Bestiaux.



N^o 270.

Horvot-Sculp.

Machine pour nettoyer les Rivières.

Planche I.^{re}



N^o. 271.

Heriset-sculp.

Profil de la machine pour nettoyer les Rivières.

Planche . 2.^e

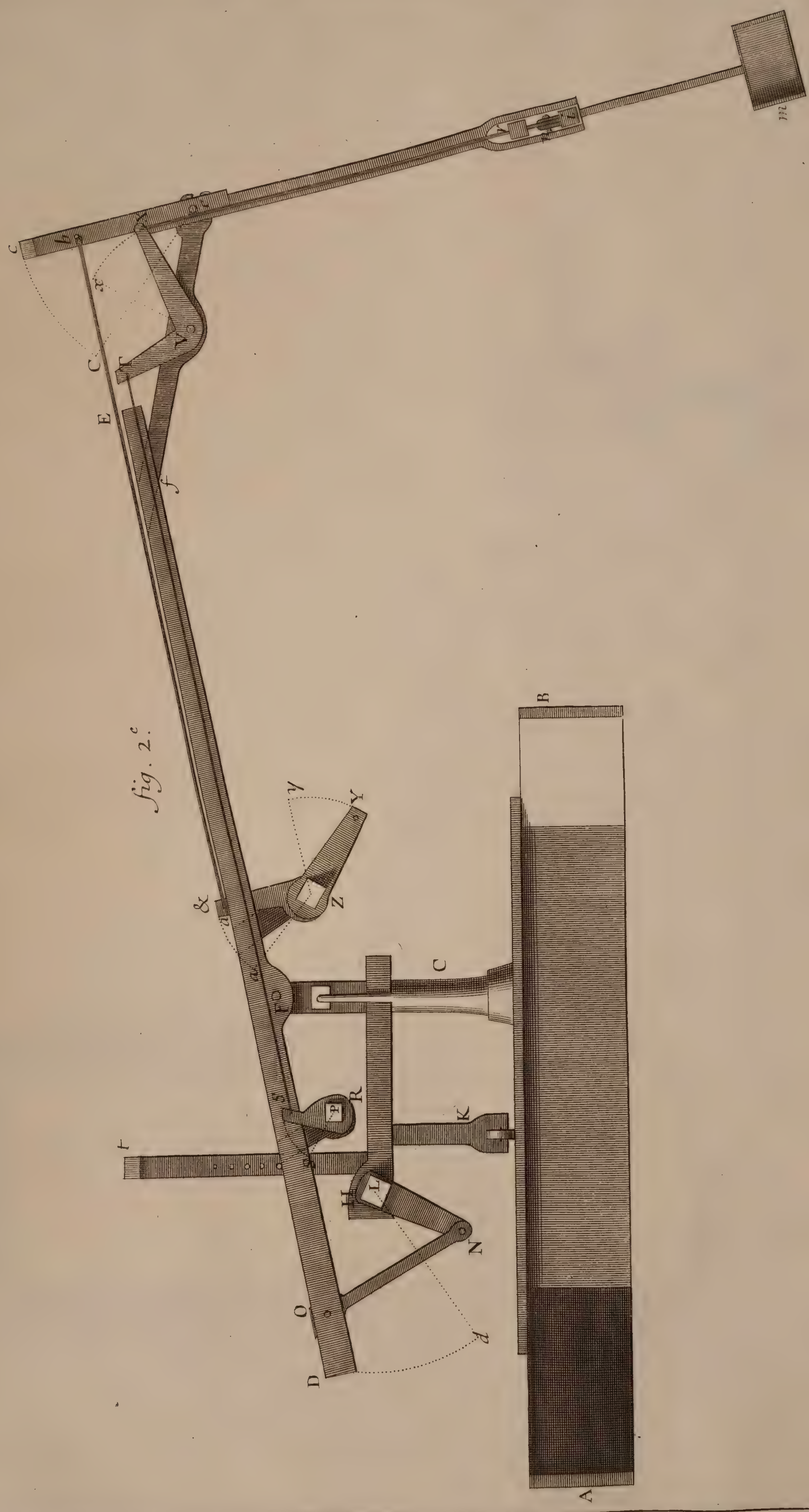
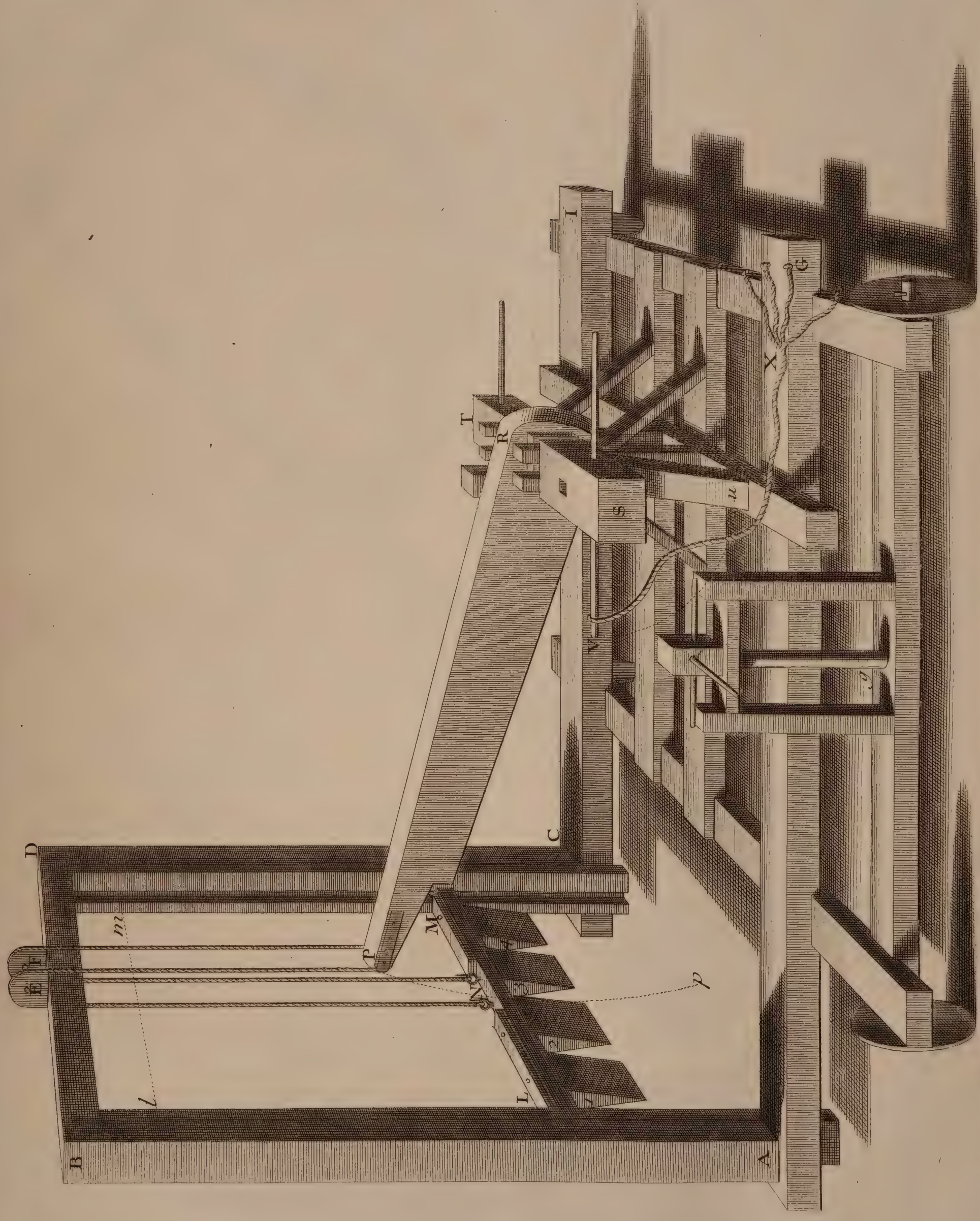


Fig. 2.^e

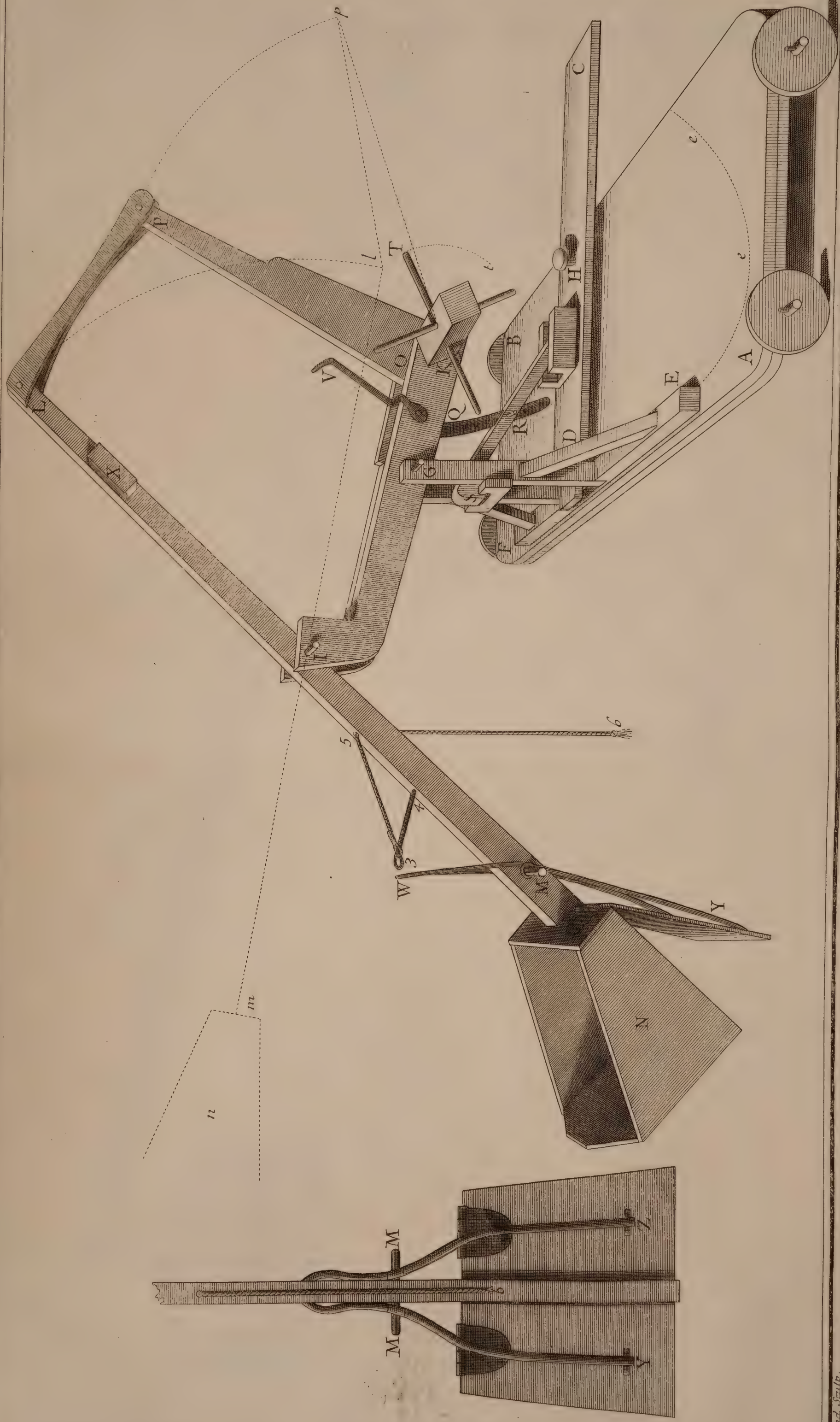
N^o 272.

Herisot Sculp.

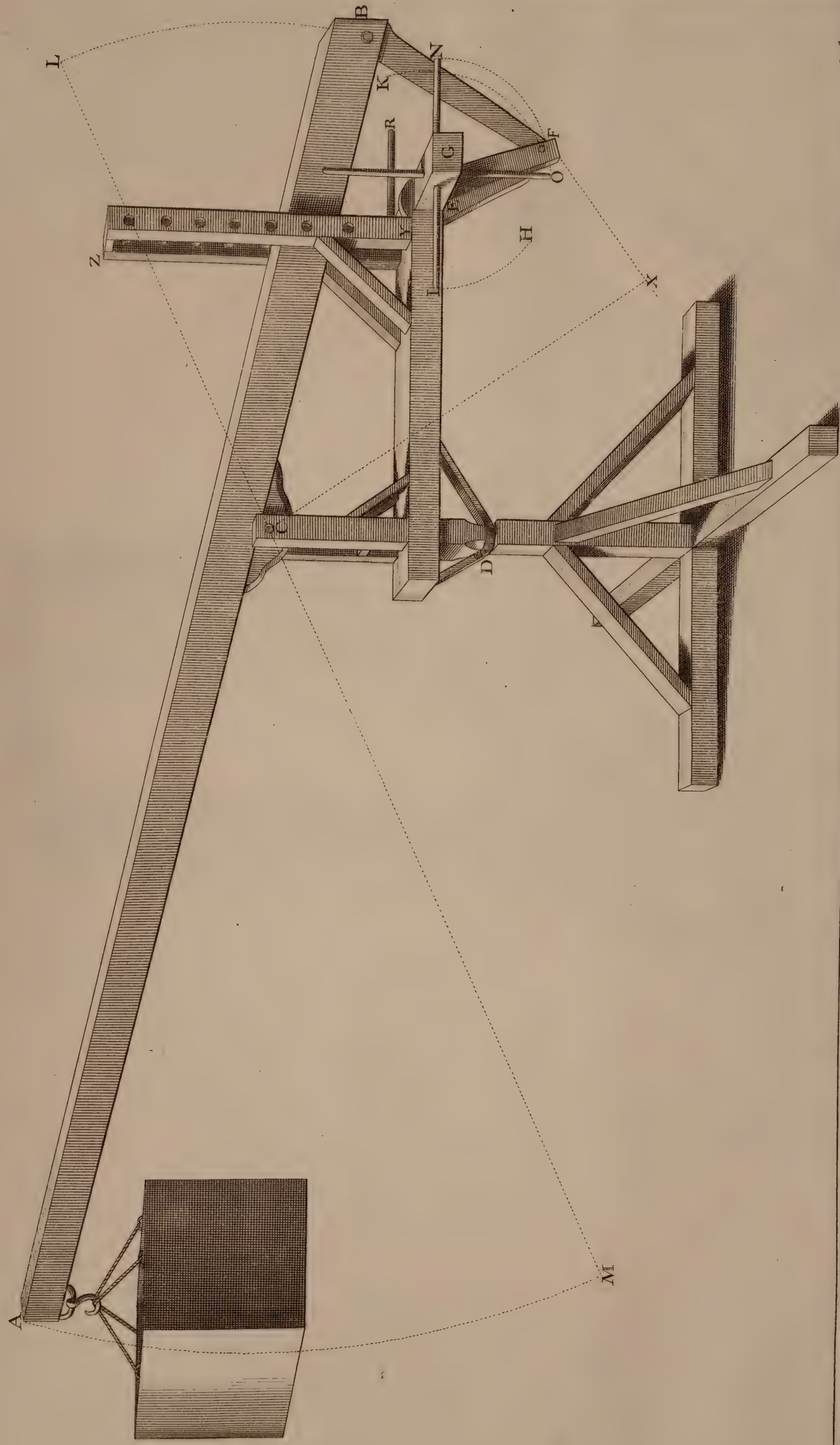
Mouton armé de coins de fer, pour Ebouler la Terre 2.



Cuillier pour enlever les terres abbatues



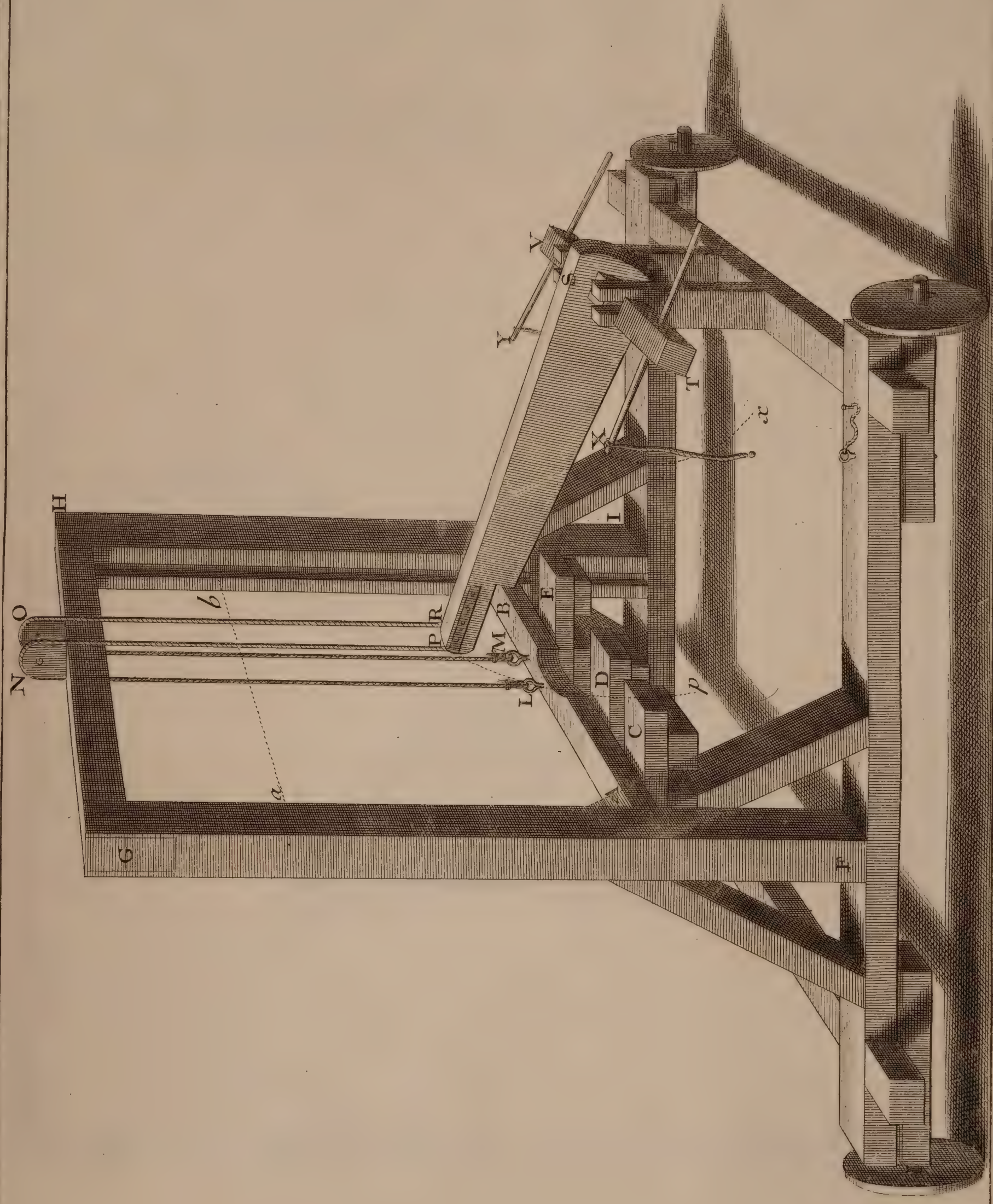
Machine pour enlever des Terres.



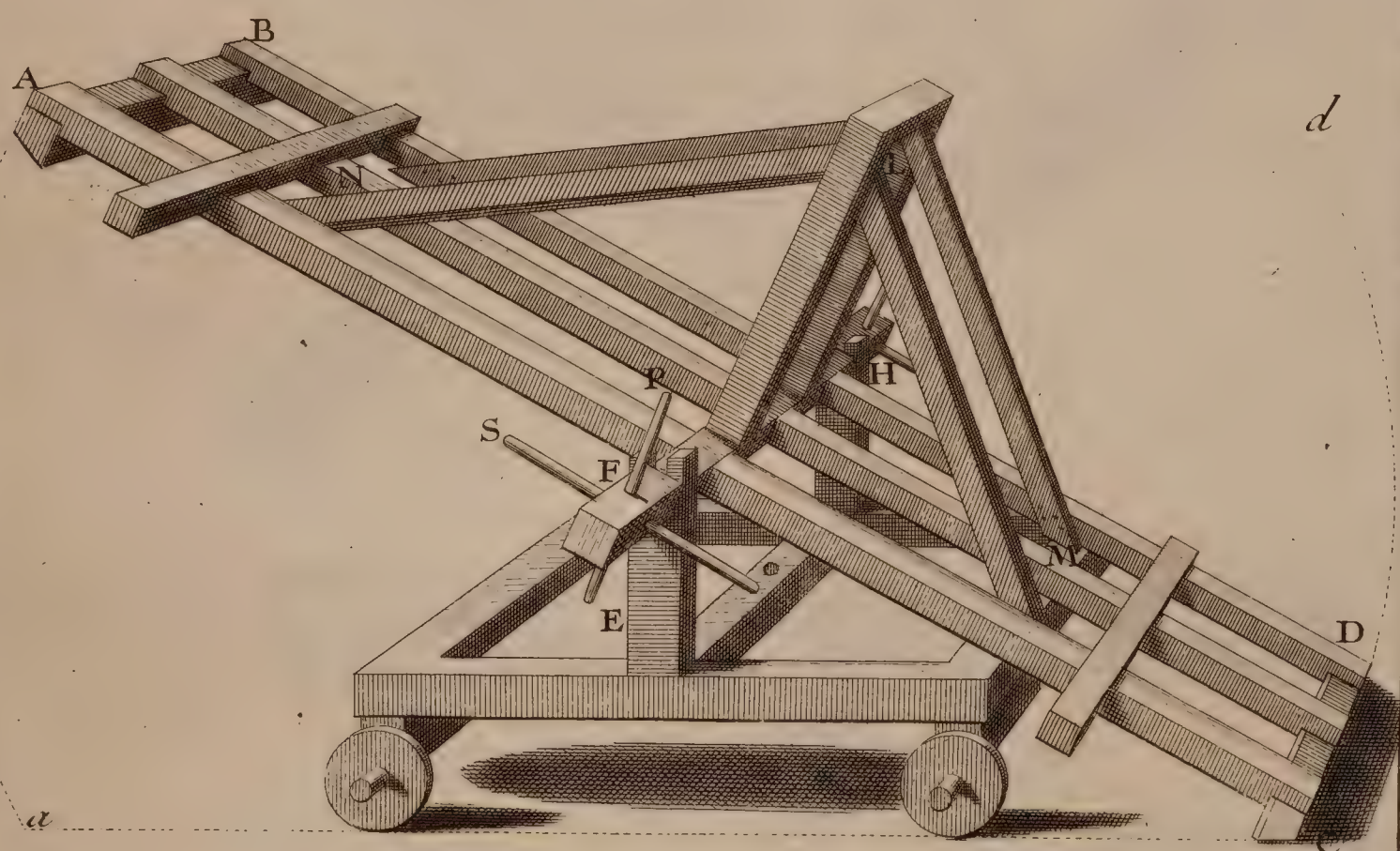
N^o 275.

Hervet sculp.

Mouton pour battre et affaisser la Terre.



Bascule, pour battre et assiéger la terre.



N^o 277.

Heris et Sculp.

Quadrature d'une Pendule, qui marque le tems vrai et le tems moyen en minutes et Secondes avec son Echappement.

fig 3^e

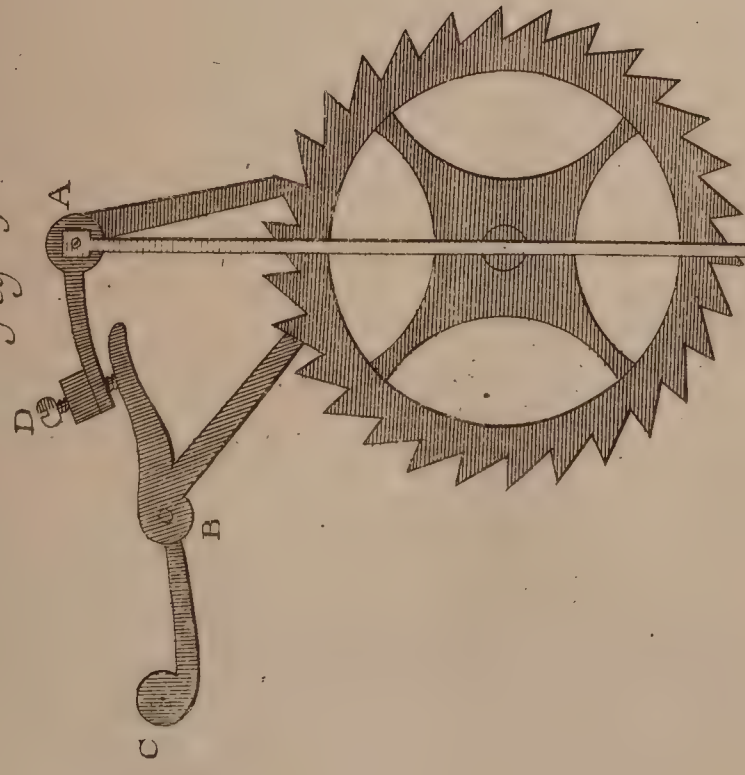


fig. 2.^e

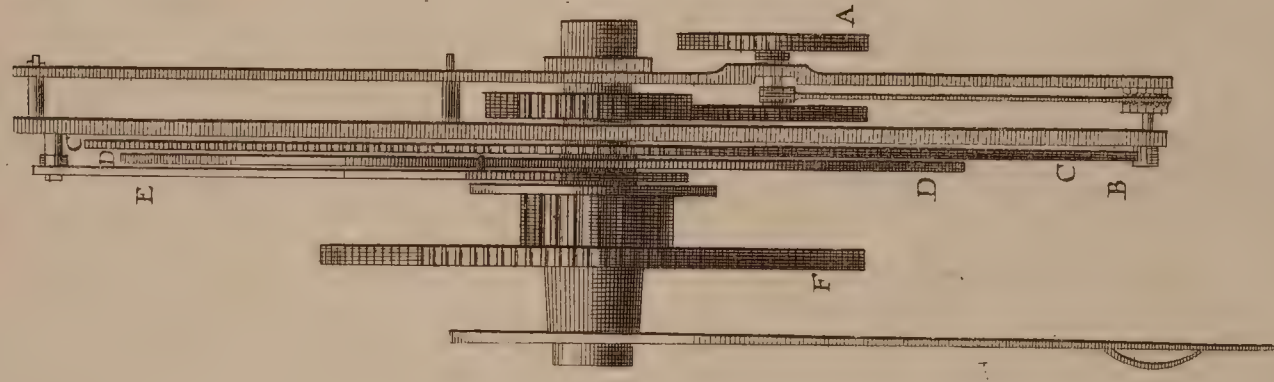
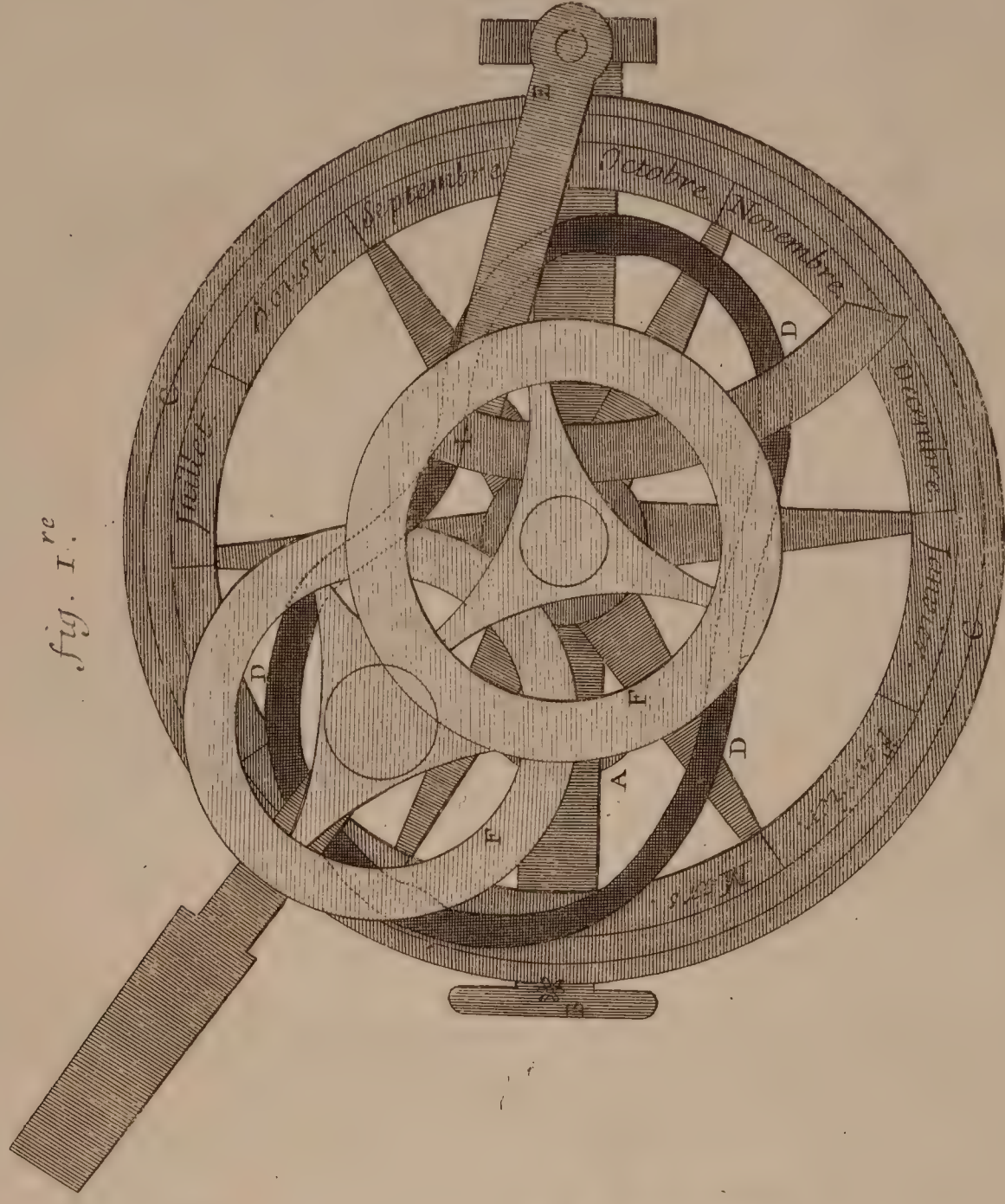
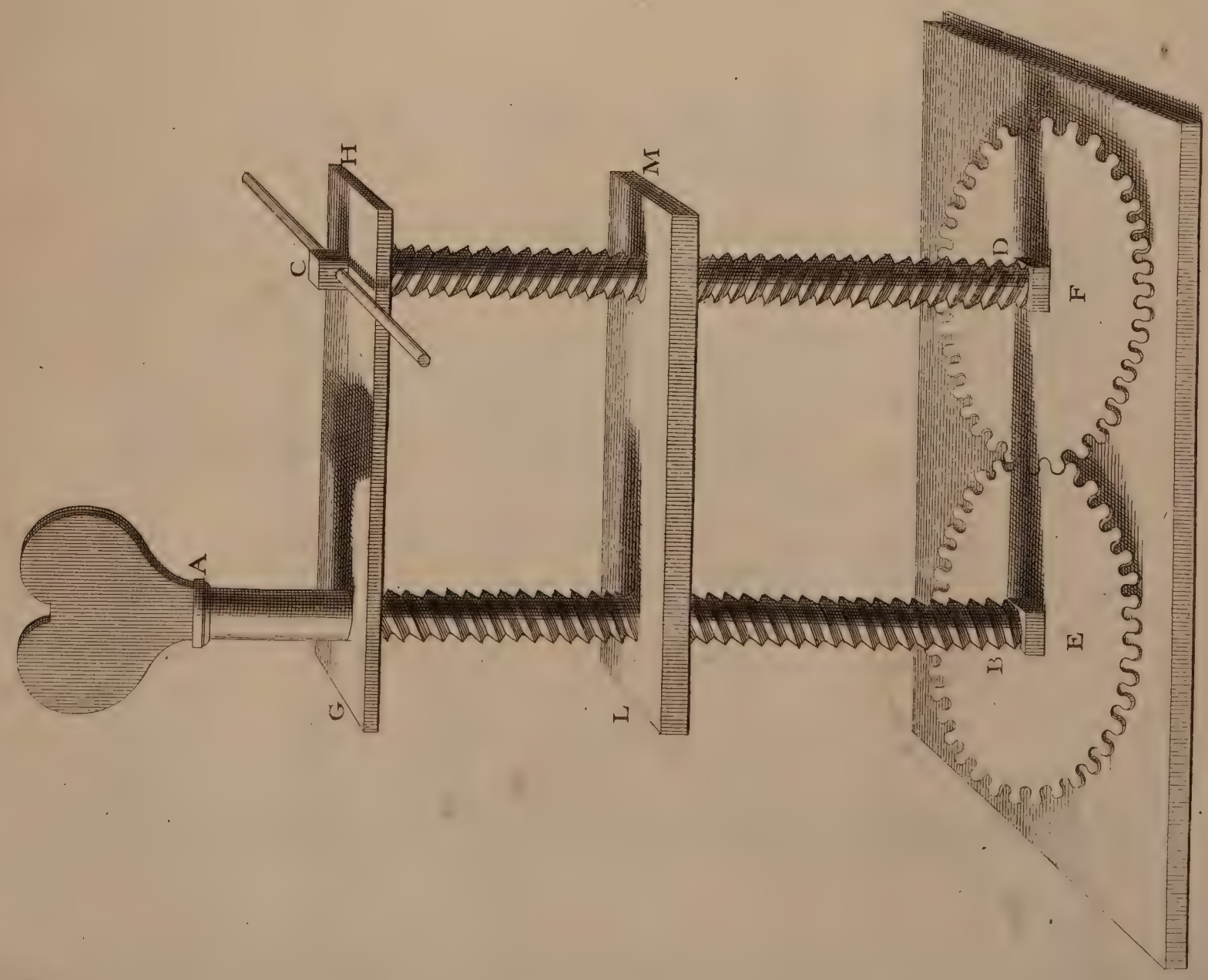


fig. 1.^{re}



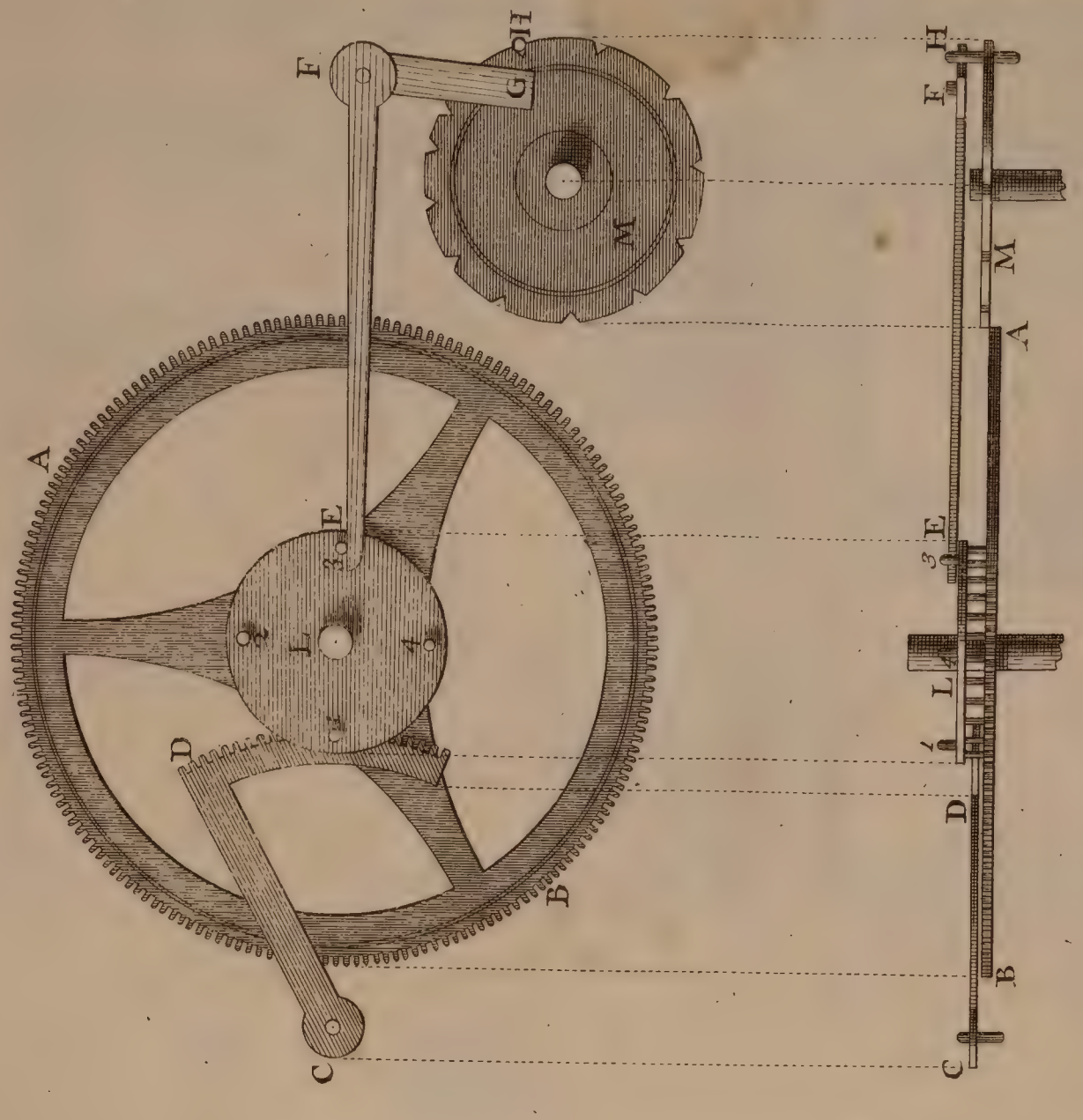
Maniere d'Employer les Vis.



N^o 280.

Benard-Sculpt.

Sonnerie du Temps Vrai.



N^o 279.

Benard-Sculpt.

Machine pour battre le Tan et elever de l'eau.

Fig. 1^{re}

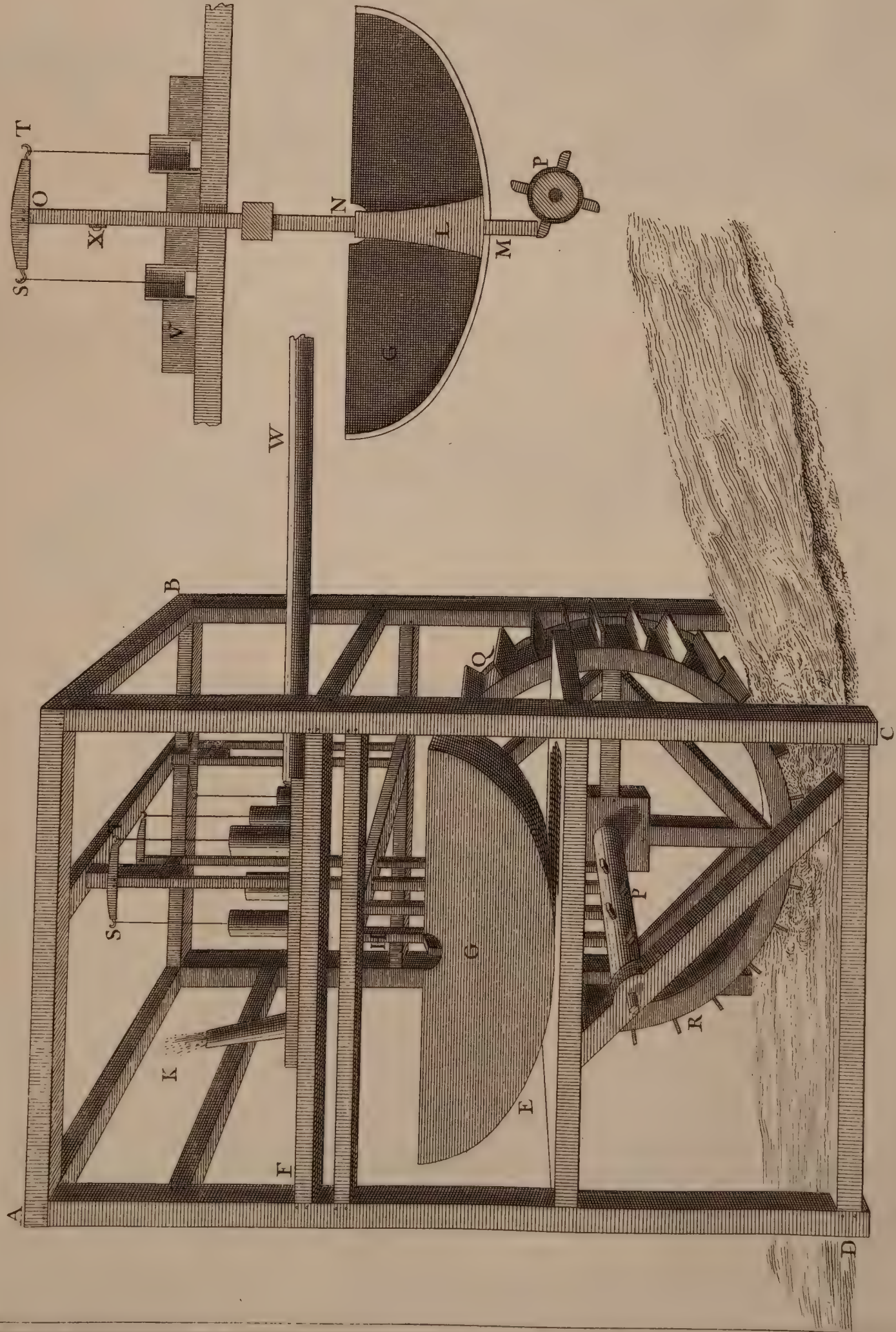


Fig. 3^e

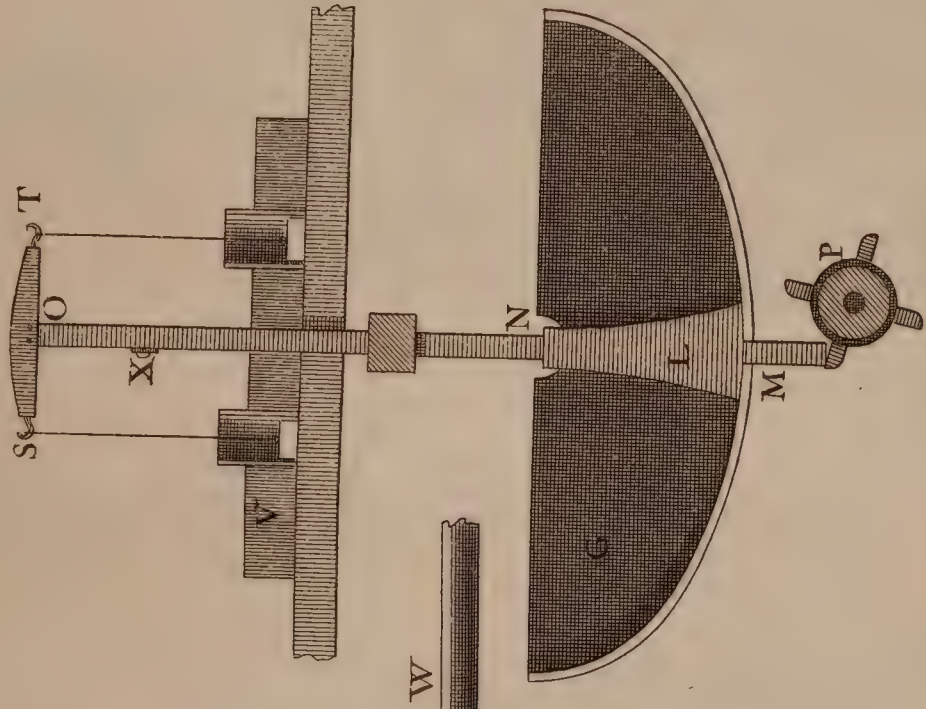
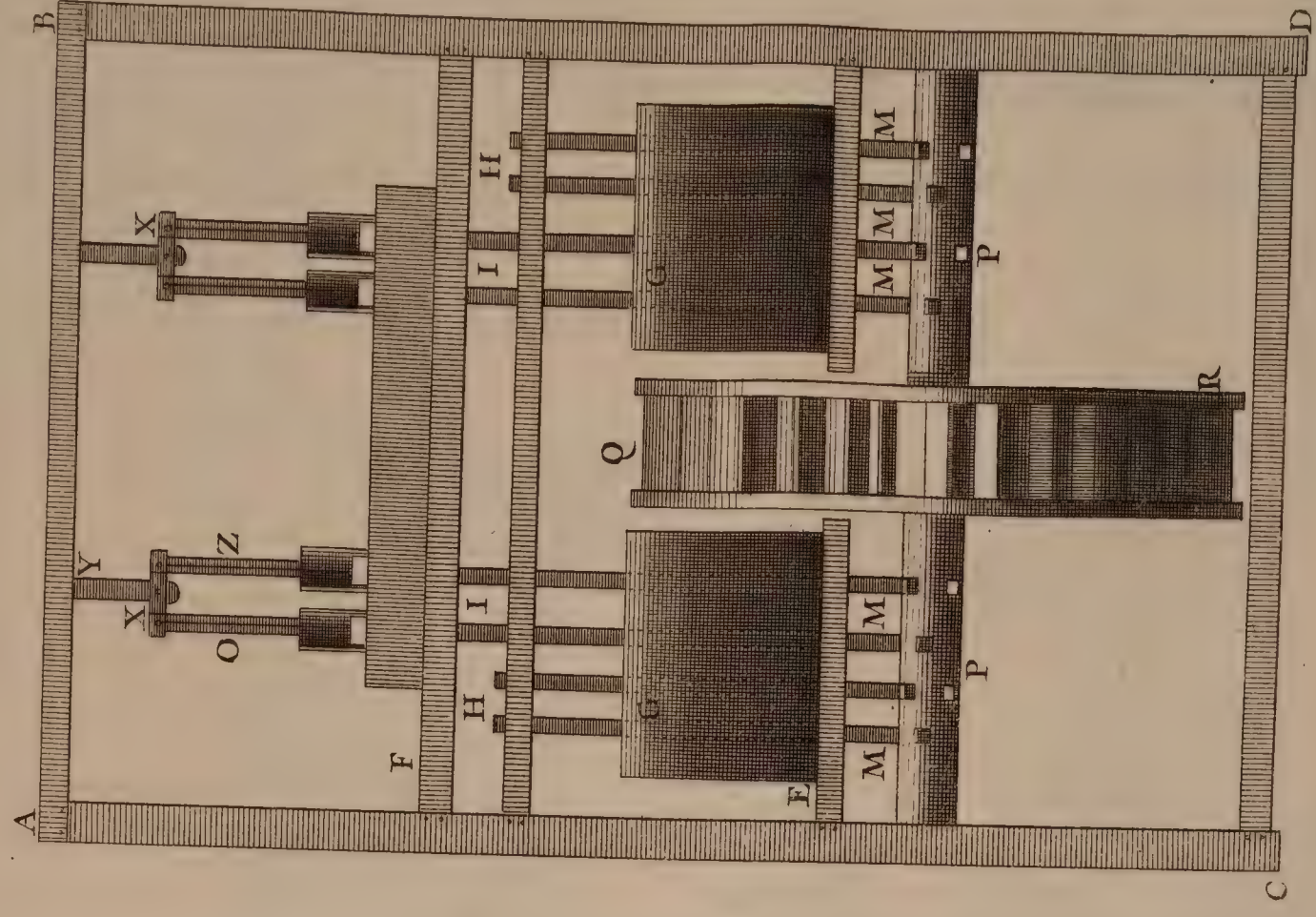


Fig. 2^e



Machine pour elever l'Eau par le moyen du Feu.

Fig. 1^{re}.

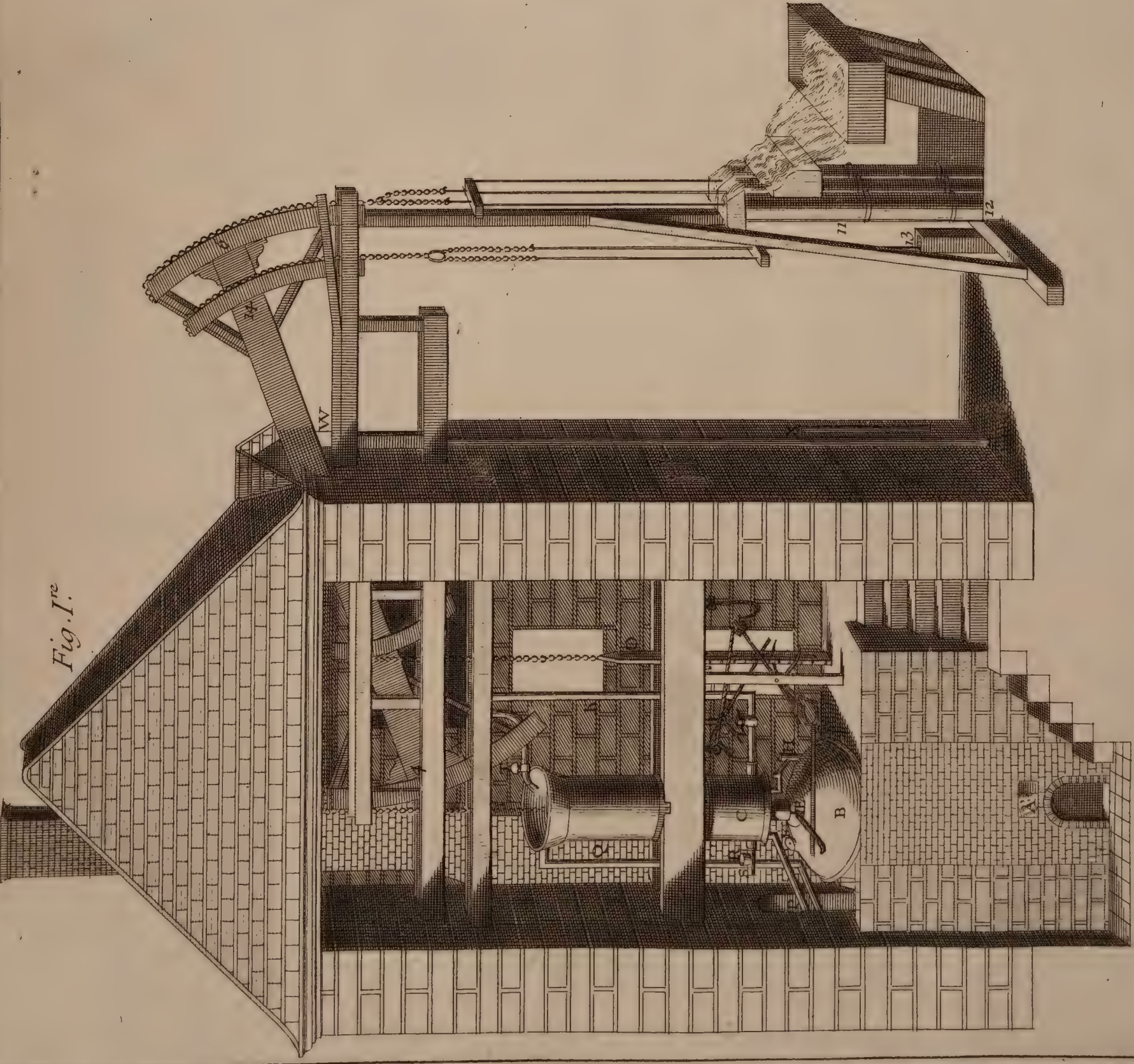
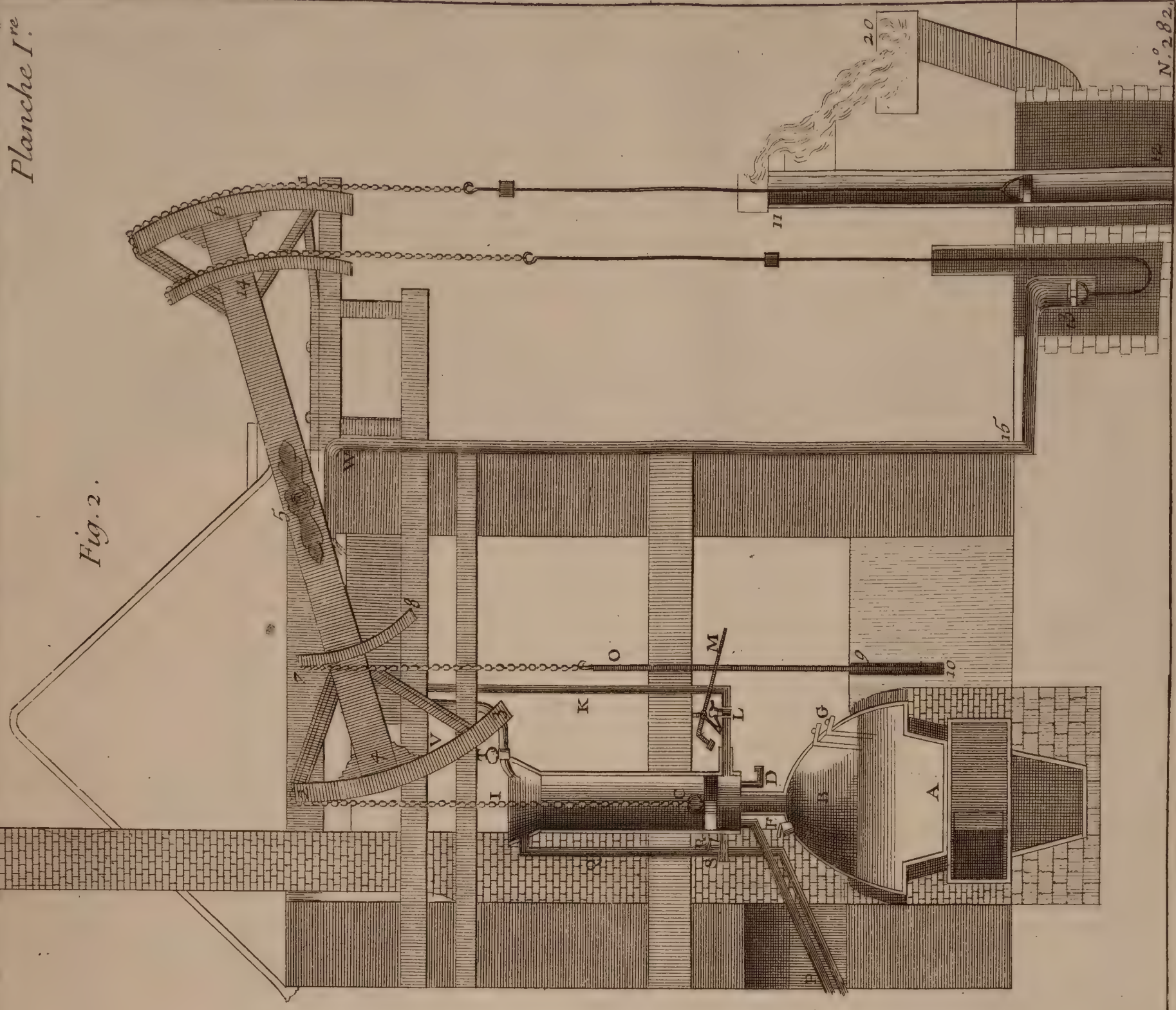
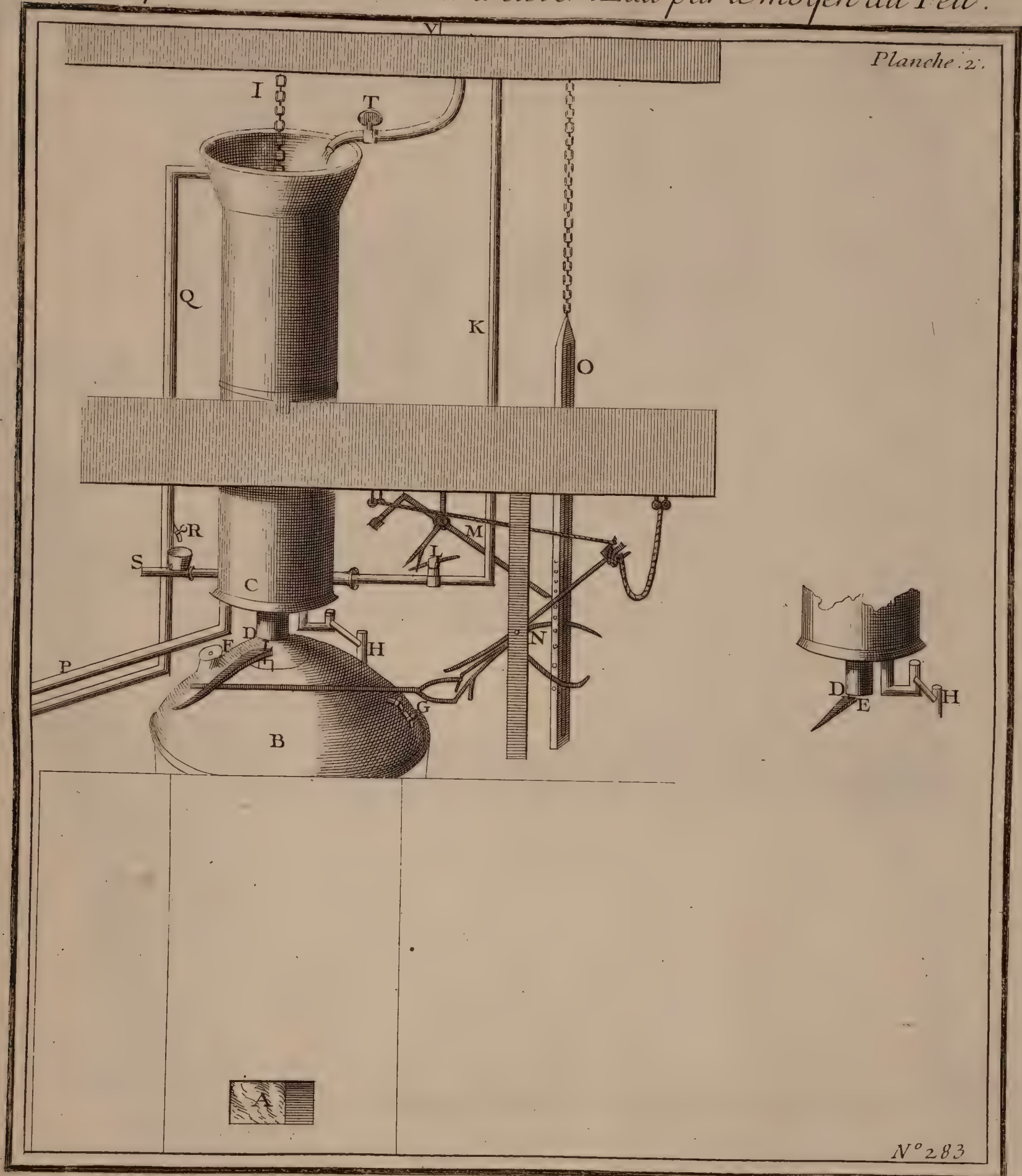


Planche I^{re}.

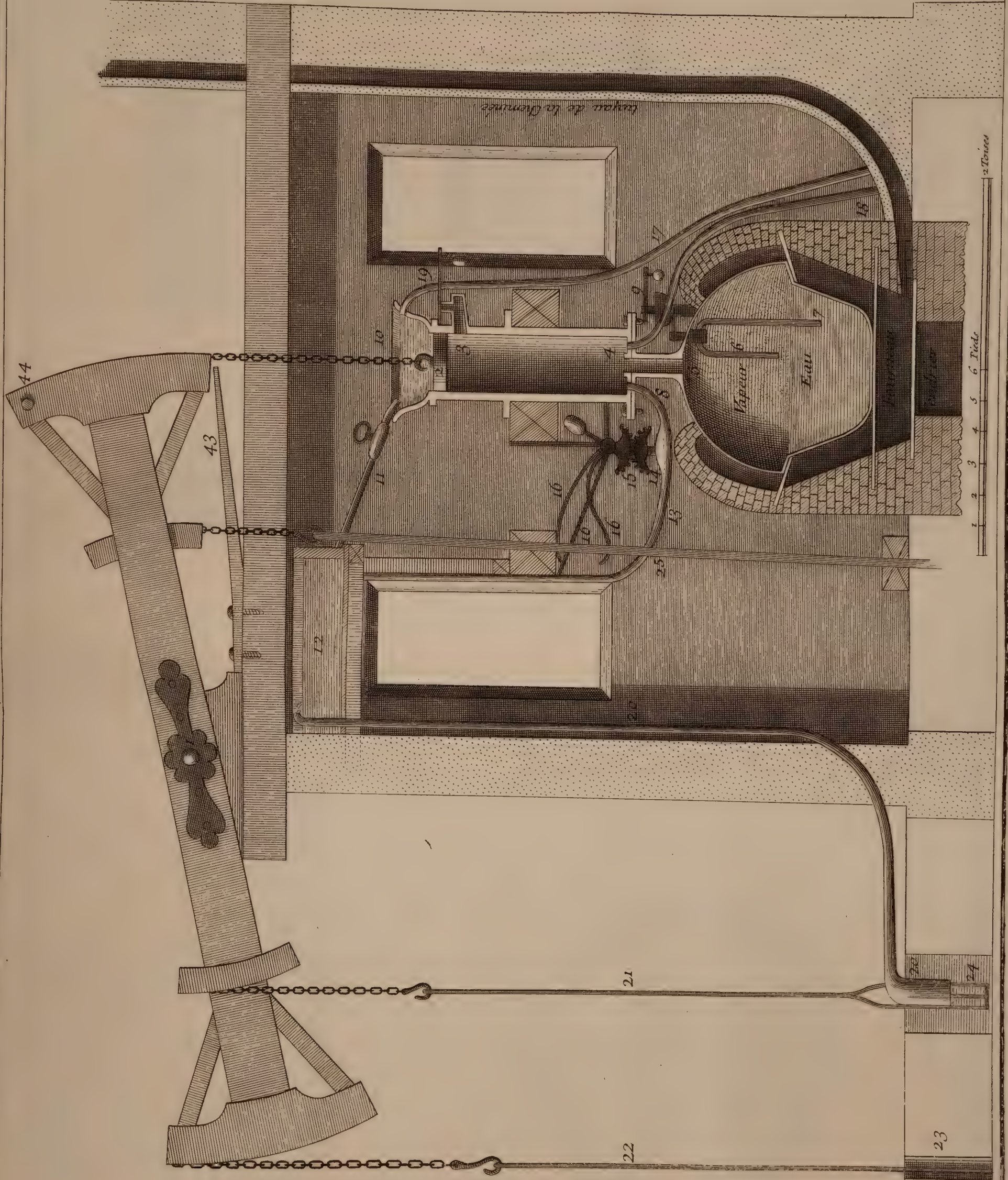
Fig. 2.



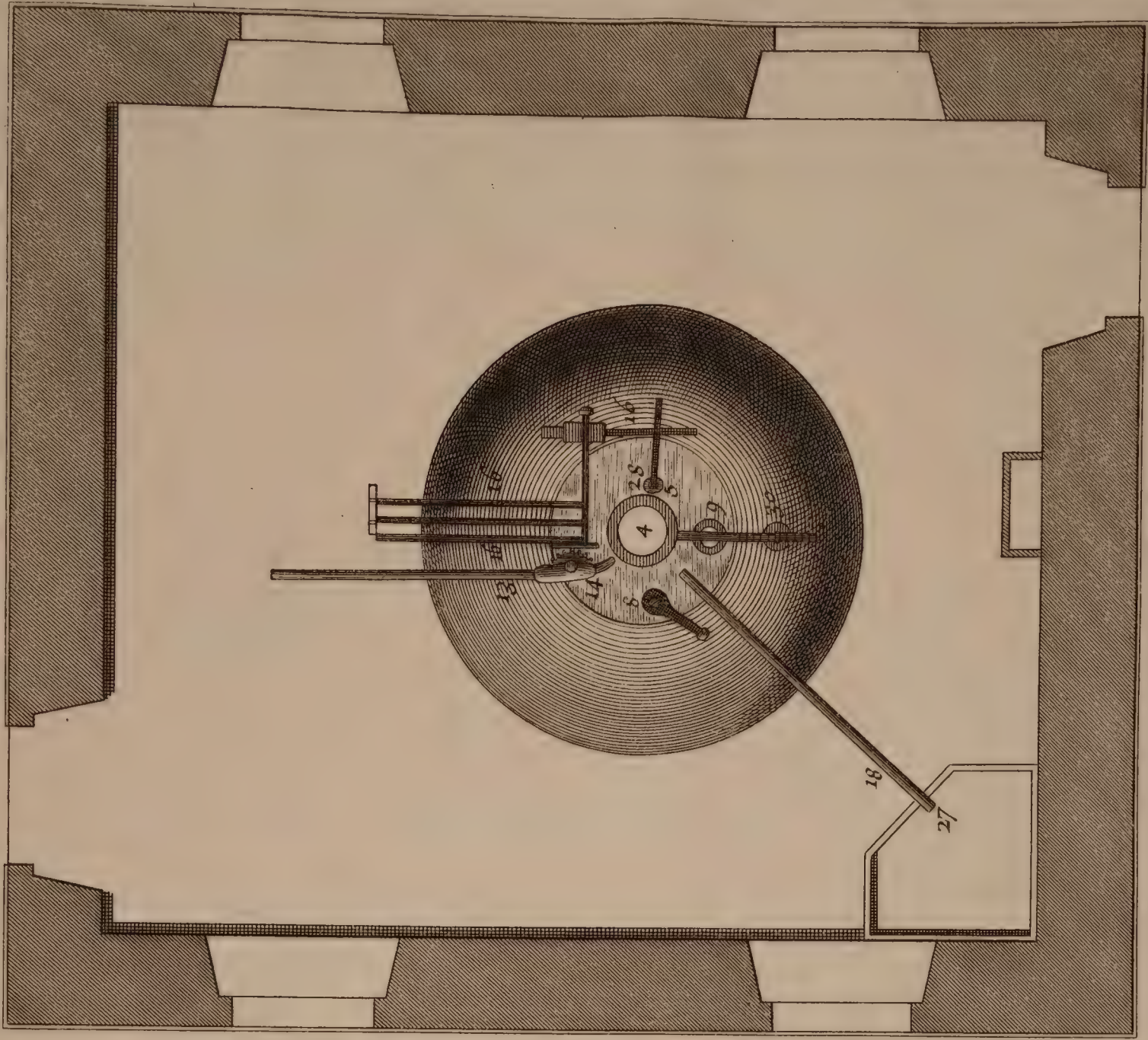
Développement de la Machine à élever l'Eau par le moyen du Feu.



Herissey Sculp.

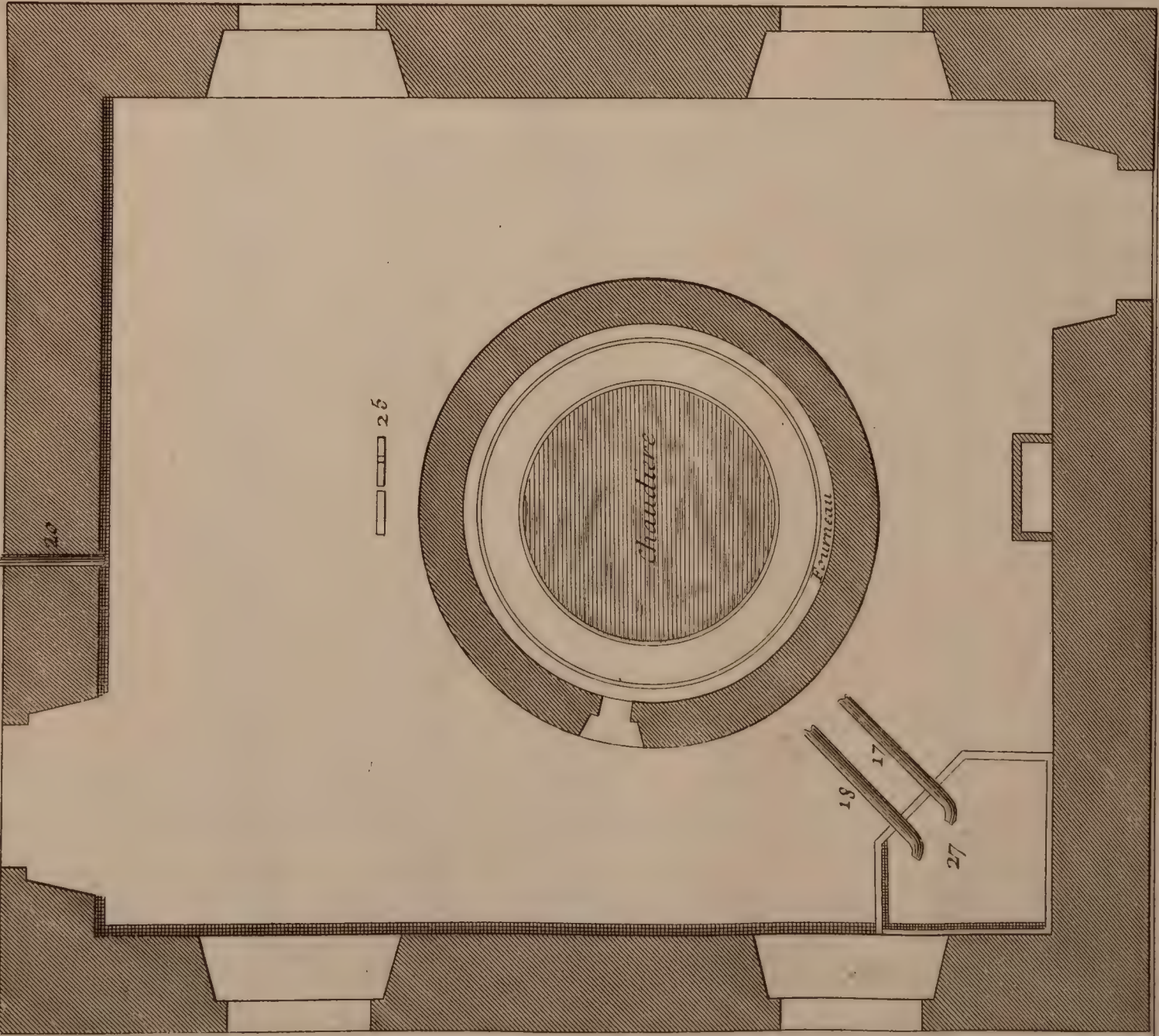


Deuxieme plan du dessus de la chaudiere.



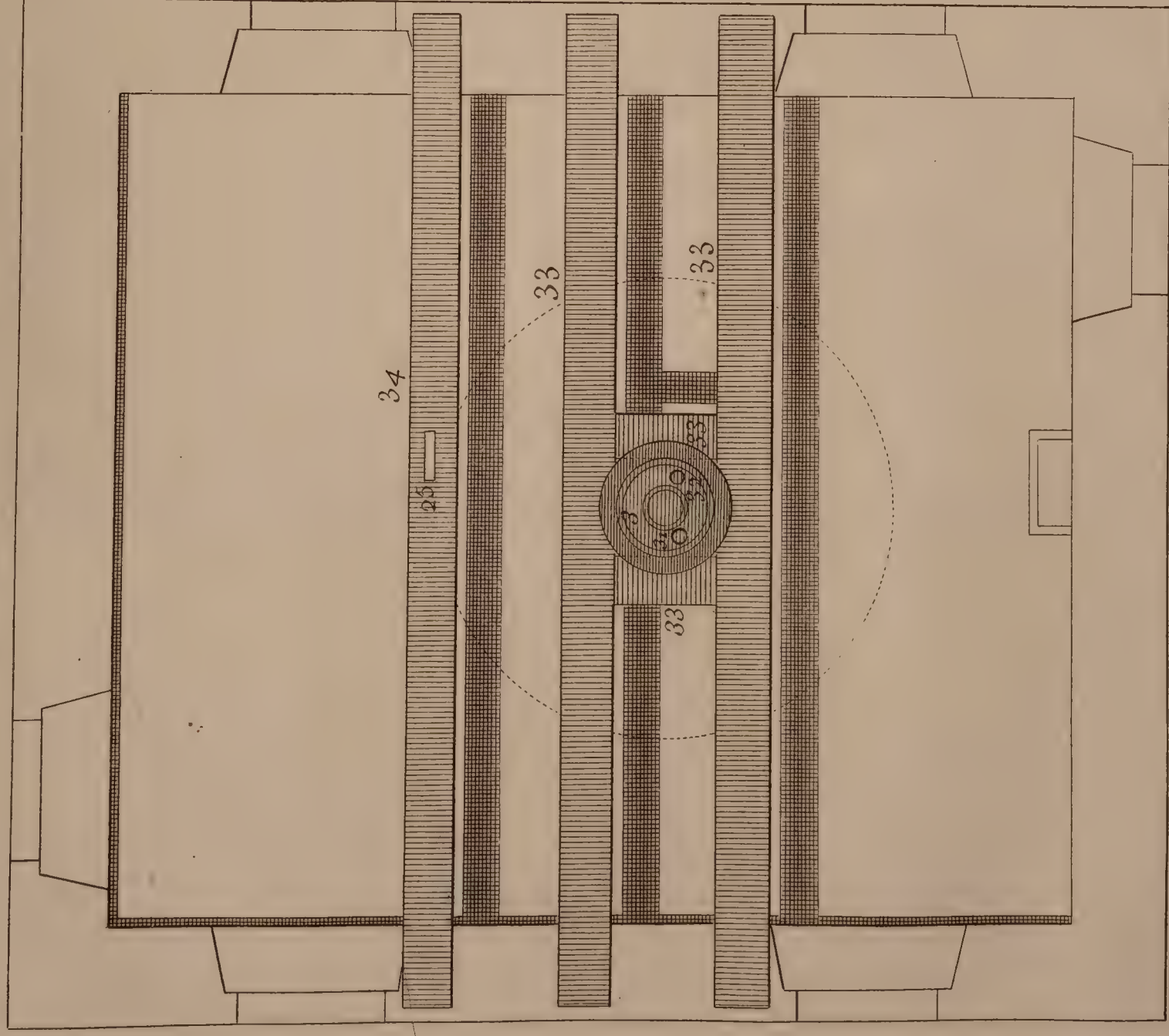
Echelle de 1 à 5 Toises.

Rez de chaussée



Premier Plan du

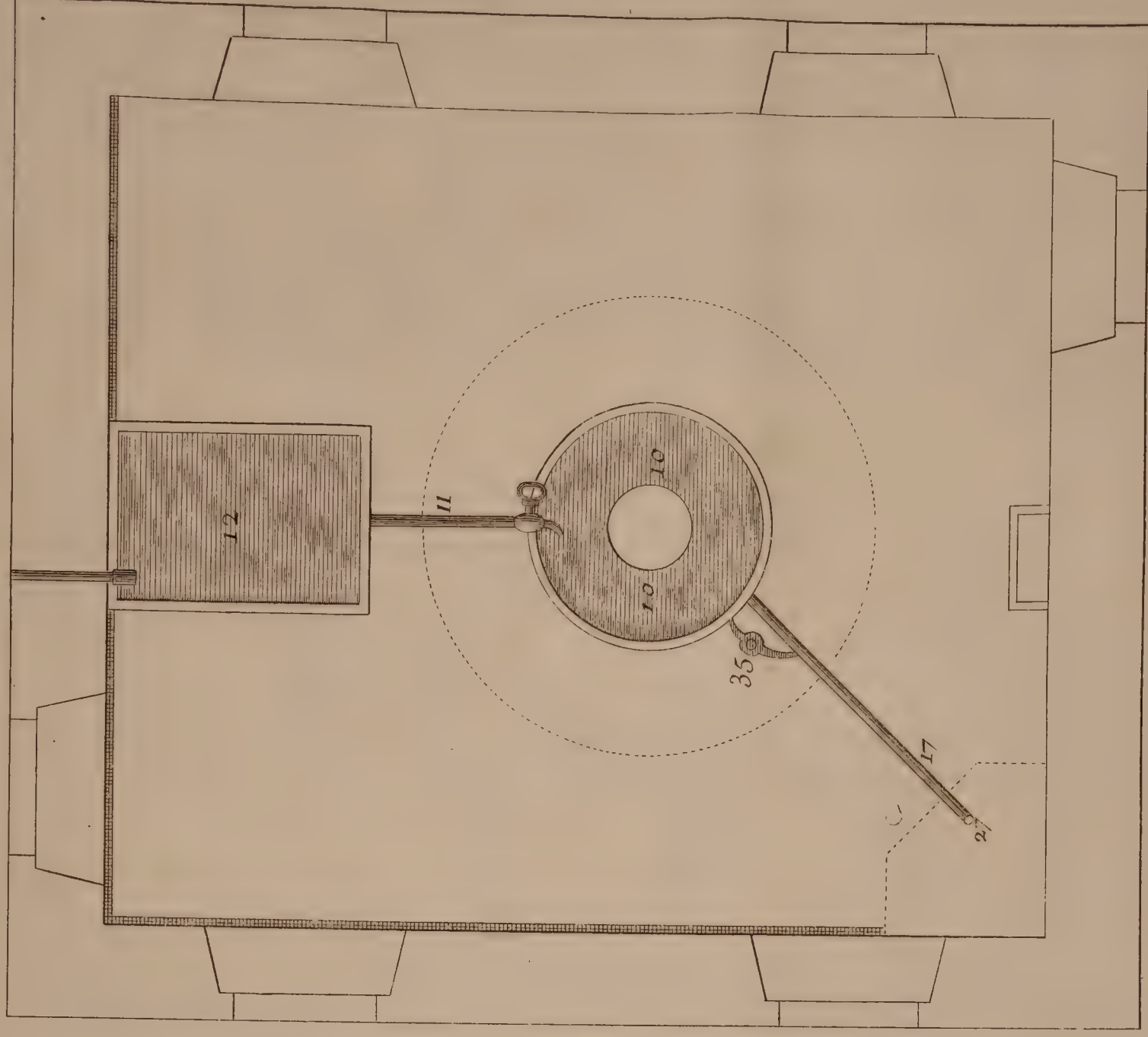
3^e. Plan à la hauteur du Cylindre.



D'Heuland Sculp.

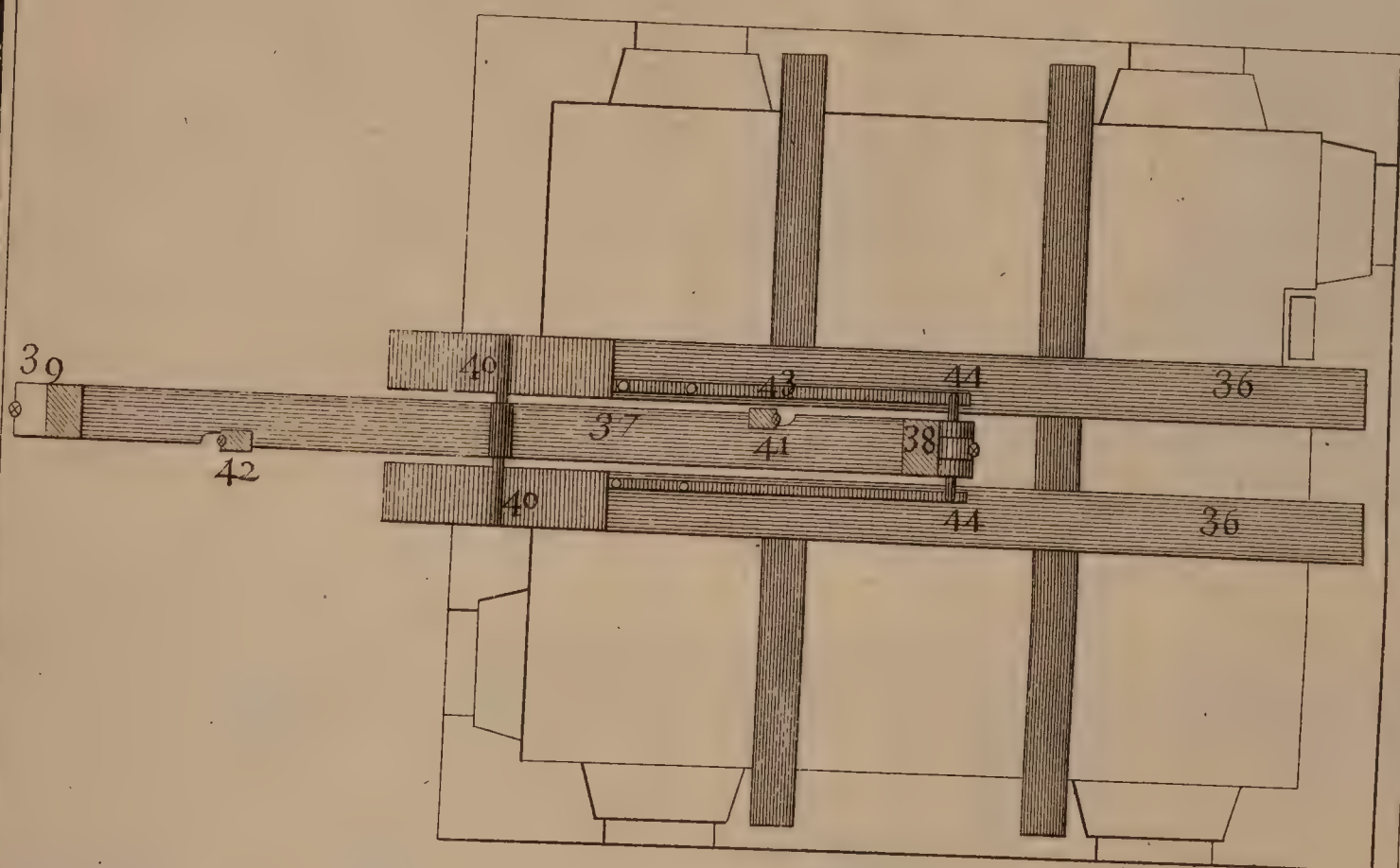
Planche 3^e.

4^e. Plan à la hauteur de la jatte au dessus du Cylindre.

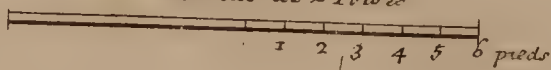


Cinquieme Plan.

Planche 4^e.

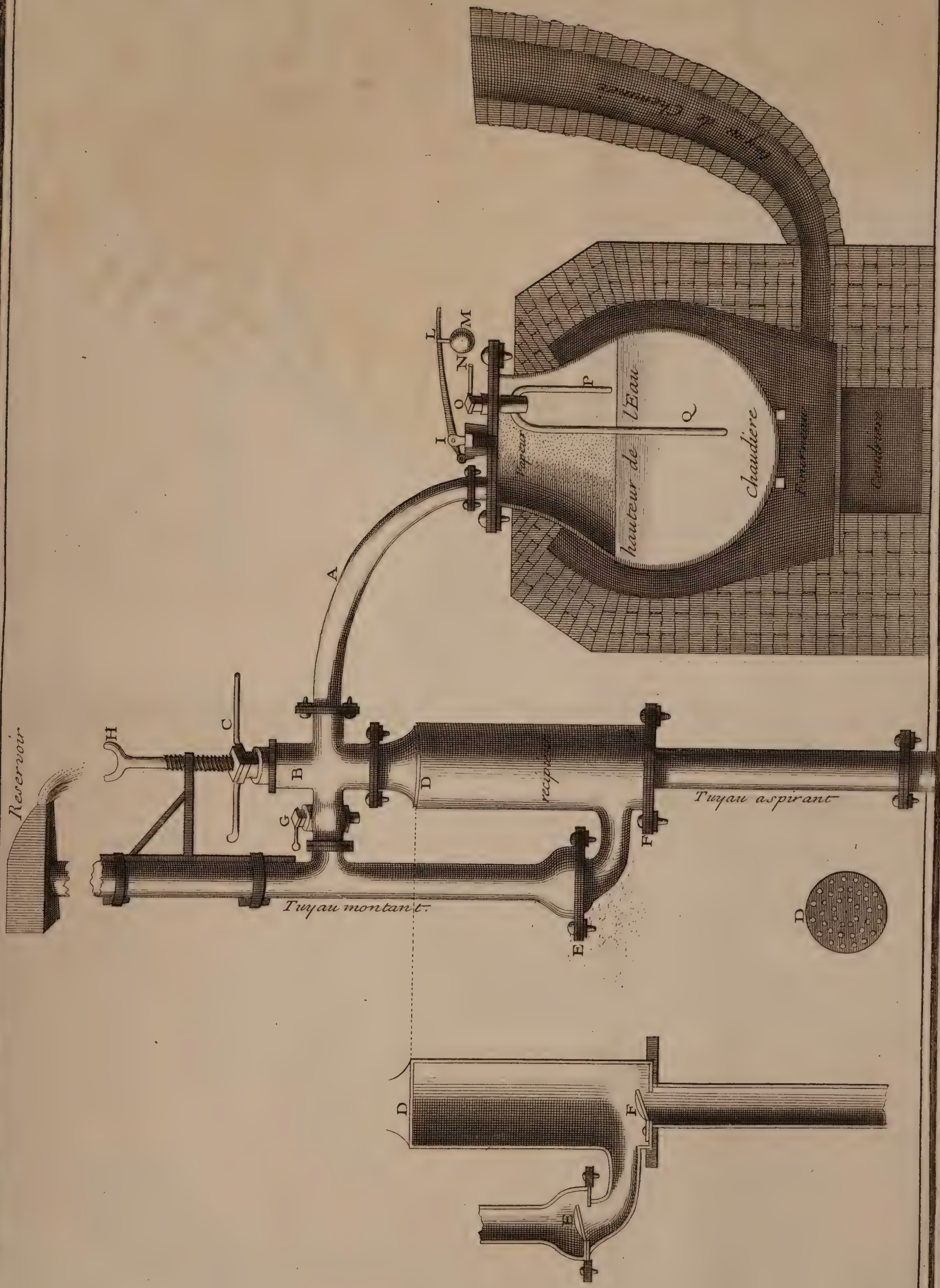


Echelle de 2 Toises



N^o 287.

3. Machine pour elever l'Eau par le moyen du Feu.



I.^{re} Machine pour Remonter les Bateaux.

Fig. 4.

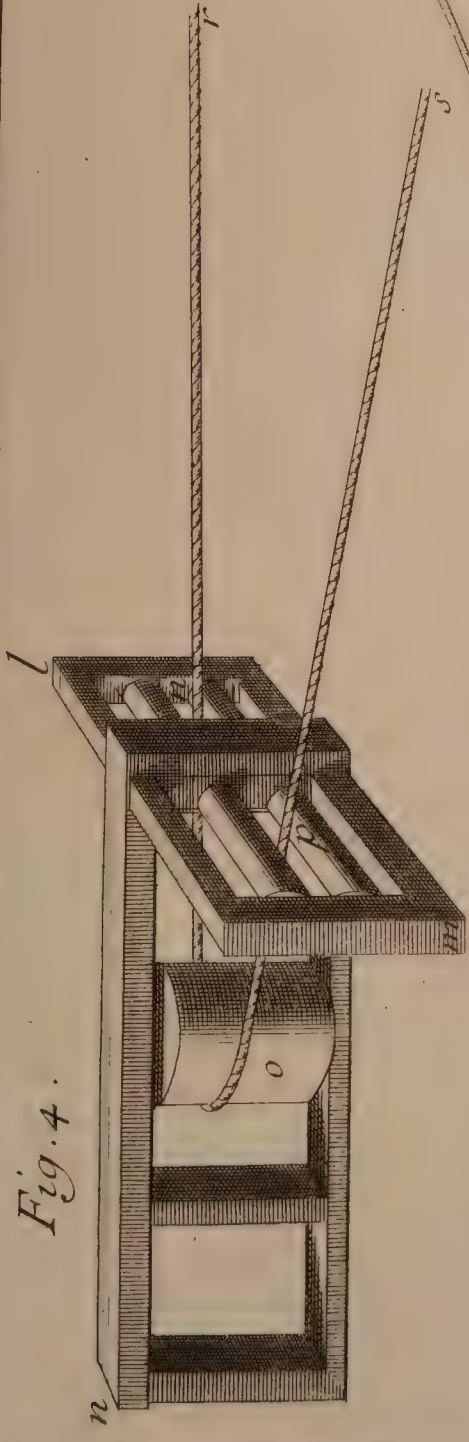


Fig. 3.

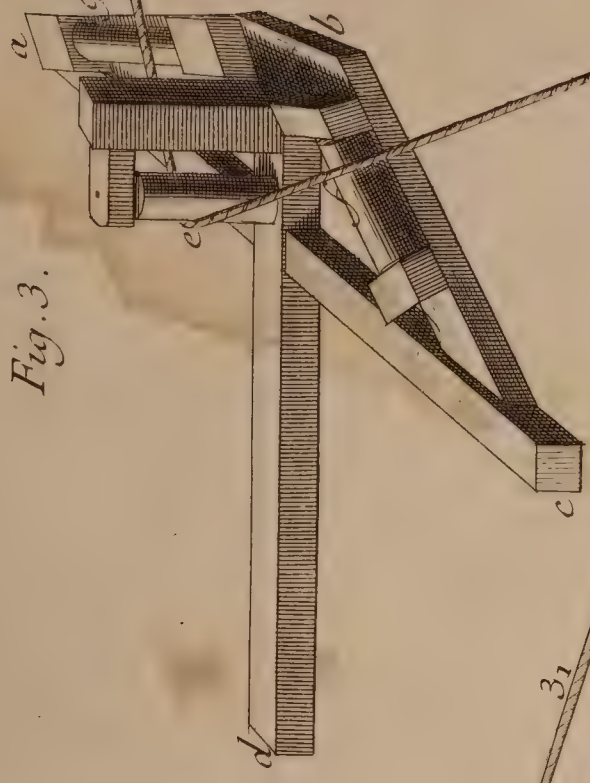


Fig. 2.^e

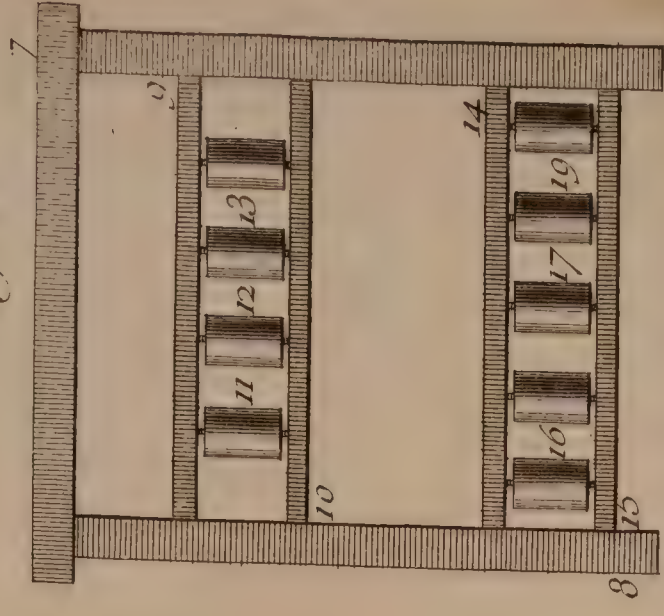


Fig. I.^{re}

